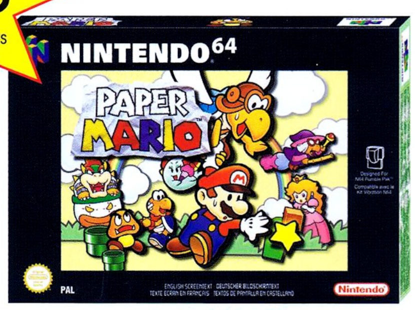

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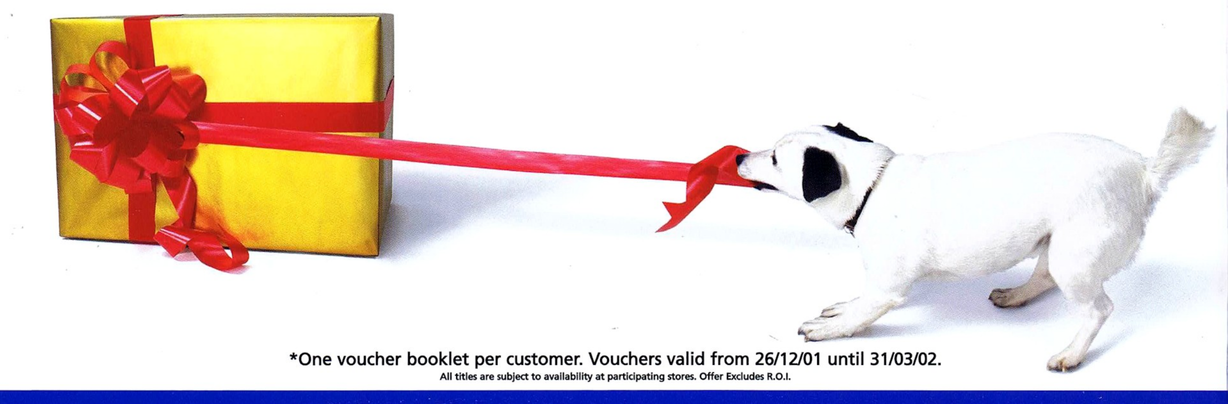


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Deputy Editor Mark Green
Production Editor Dan Geary
Art Editor Justin Webb
Deputy Art Editor Paul Edwards
Staff Writer Geraint Evans

Contributors Alan Maddrell, Kai Wood, Martin Kitts, Gavin Roberts

Senior Advertisement Manager Anne Green
Advertisement Manager Claire Hawkins
Senior Sales Executives Phil Jones

International licensing enquiries Simon Wear
Tel: 01225 442244 Fax: 01225 732384
email: simon.wear@futurenet.co.uk
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Production Co-ordinator Lee Thomas
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Print Services Co-ordinator Mike Thorne
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Publisher Nick Stevens
Group Publisher David Maher-Roberts

Fax (editorial) 01225 732341
Fax (advertising) 01225 732282
E-mail ngc@futurenet.co.uk

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Next issue on sale Thursday 17th January
To find out why it's going to be fantastic, jump to







Remember Gamecube's slightly shaky start in Japan? Of course you don't – because such unhappy memories have now been purged by Nintendo's purple wonder machine going *absolutely ballistic* in America. $98 million worth of Gamecube gear shifted in *two days*; 700,000 machines flying off the shelves in the space of one short week; and Microsoft taught a quick, painful lesson in playground politics – namely, if you're the short geeky boy in glasses, it's probably best not to start picking on one of the biggest kids in school.

Smash hits

No need to fret about Japan, either, because *Super Smash Bros Melee* has just been released over there, and – if the three hour queues to play it at the last Spaceworld expo are anything to go by – should send Gamecube sales into the stratosphere. In fact, unlike the initially games-starved N64, Gamecube is picking up more and more superb games with every post-launch week that passes. We've rated the cream of them this issue, including the stunning *Star Wars: Rogue Leader*, and next month's reviews section will be packed to bursting point with new titles – including *Smash Bros* itself. And if you've already bought a Japanese Gamecube and want to play the wealth of US launch titles, fret not – over on page 86 we show you how to modify your machine to play just about anything.

It's a date

Oh, and before I go, just a quick note about this month's free gift, our *hee-uge* 2002 poster calendar. It was only after we sent the thing off to the printers that I noticed those cretinous art monkeys had placed every **NGC** team member's birthday on the calender – *except mine*. Nice, that. So, I've created my own special marker – just like the ones scattered throughout our massive 2002 preview over on page 18 – that you can cut out and Blu Tack to your calendar on the appropriate date. It's the 13th July. Got that? *13th July*. Now, if you'll excuse me, I'm off to punch Justin hard in the face. Enjoy the mag!

TIM'S BIRTHDAY

Tim Weaver
EDITOR

JUST LOOK WHAT WE'VE GOT FOR YOU THIS MONTH!



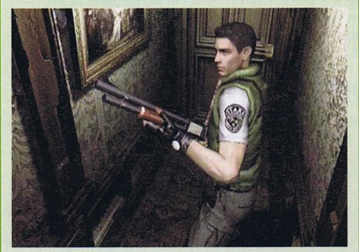
OUR PROMISE TO YOU

Because we're not tied to Nintendo, only NGC can deliver the most reliable news and reviews first. We answer to no-one except you, the reader, which is why we promise you can trust what you read – every single issue.

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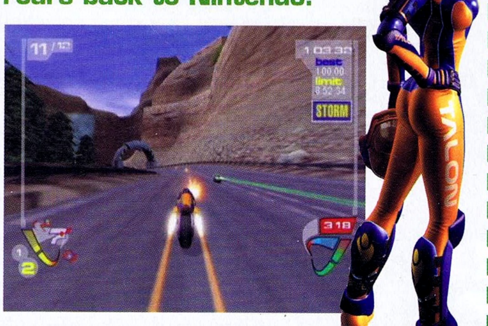
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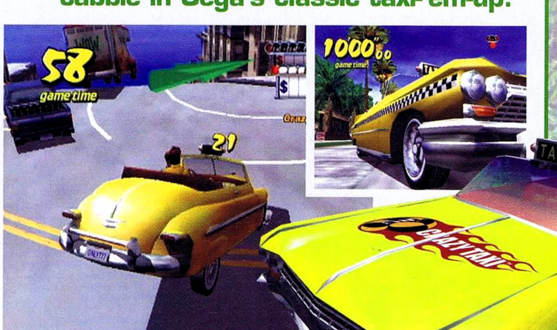
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FUTURE LOOK
Your first look at the big games

Watch where you stick that knife, sonny. You'll have someone's eye out with that.

RESIDENT EVIL BIOHAZARD
undead again



INFO BURST

RESIDENT EVIL	
DEVELOPER:	Capcom
PUBLISHER:	Capcom
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Mar 22

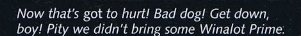
ANTICIPATION RATING

Make sure you have a fresh pair of underpants ready for every corner turned.

Japanese coders Capcom have clearly fallen for Gamecube in a big way. With the entire *Resident Evil* series exclusive to GC, and mystery title *Cas Ra* well into development, it's not surprising that the PS2 and Xbox crowd's eyes are glowing green.

The first GC *Resi* game, a remake of the 1996 PSOne original, is just three months away from Japanese shelves, and looking good enough to eat. Producer Shinji Mikami has squashed fears of a lazy copycat update, claiming that over 70 per cent of the map's areas, item locations and enemy hideaways will differ from the original – and that's on top of the dreamy next-gen visuals that make *Biohazard* a real treat for the eyes.

Resi Biohazard's backgrounds aren't drawn 'on the fly' – they're pre-rendered,



Now that's got to hurt! Bad dog! Get down, boy! Pity we didn't bring some Winalot Prime.

You can't move the camera – the backgrounds are pre-rendered, see. But who cares when the game looks so good?

Zombies lurk around every corner – and faster beasts have a habit of leaping on you from behind.

Ooh, blimey. Looks like Resi won't be sacrificing any of its bloodiness for GC.

and are therefore thoroughly static. But don't be fooled, as Capcom's clever use of light and shadow brings every dingy room to spine-tingling life. Candles flicker; shadows of trees dance across walls; fans and window frames rock menacingly in the gentle breeze; taps drip into baths full of shimmering water – every single room is carefully crafted to keep you on edge. Plus, those frozen backdrops allow every ounce of Gamecube's power to be used on the game's characters, guns and zombies, creating some scarily detailed stuff.

Capcom are keeping many of *Resi's* monsters under wraps for the time being, and we're still left guessing as to how much blood and gore The Big N's censors will let slip through the net. Expect some more succulent shots in NGC/64. See you next month – in the meantime, don't have nightmares. NGC

The map's areas, item locations and enemy hideaways will differ from the PlayStation original.

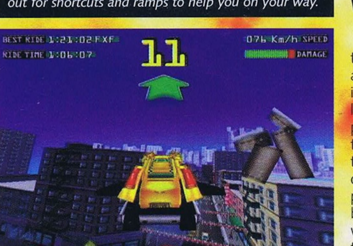
FUTURE LOOK
Your first look at the big games

Get your customers to their destinations by smashing through shopping malls.

SMASHING



You can travel pretty much anywhere you want. Look out for shortcuts and ramps to help you on your way.



As we reported back in **NGC**/61, Namco are bringing their little-known battling arcade racer *Smashing Drive* to Gamecube. Taking place in the not-too-distant future, players take on the role of a cab driver, with nothing but high speed and destruction on their mind.

Yes, we know you might have heard this somewhere before. Those expecting a *Crazy Taxi* rip-off will have a surprise in store. First off, it's not about earning loads of cash. The emphasis is all on picking up passengers and getting them to their destination in record time – all the while trying to beat your other taxi-driving rivals. Littering the cities are power-ups like turbos and score boosters, while the vehicles themselves will have vast arsenals of weaponry at their disposal, ranging from saws and battering rams to a 'Sonic Horn' that turns your standard honker into a car-destroying instrument of death. On your travels, expect to burn through shopping centres, parks and pretty much *anything* your scenery-smashing heart desires.

So far, it's all looking very much the same as the arcade version, with all the levels and insane driving gameplay remaining intact. Namco are also adding a new two-player head-to-head mode, where you and a friend can battle it out for customers.

Although it's still a little ropey in places – the arcade version wasn't exactly perfect – *Smashing Drive* is scheduled for a February release in Japan, alongside *Pac Man World 2*, another Namco Gamecube title in the pipeline. In the meantime, check out these early shots. **NGC**

The vehicles themselves will have vast arsenals of powerful weaponry at their disposal.

INFO BURST

SMASHING DRIVE	
DEVELOPER:	*Point of View*
PUBLISHER:	*Namco*
HOW MANY PLAYERS:	*1-2*
RUMBLE FUNCTION:	*Yes*
ONLINE PLAY:	*No*
NUMBER OF DISCS:	*1*
GBA LINK-UP:	*No*

WHEN'S IT OUT?

US	UK	Japan
TBC	TBC	Feb 22

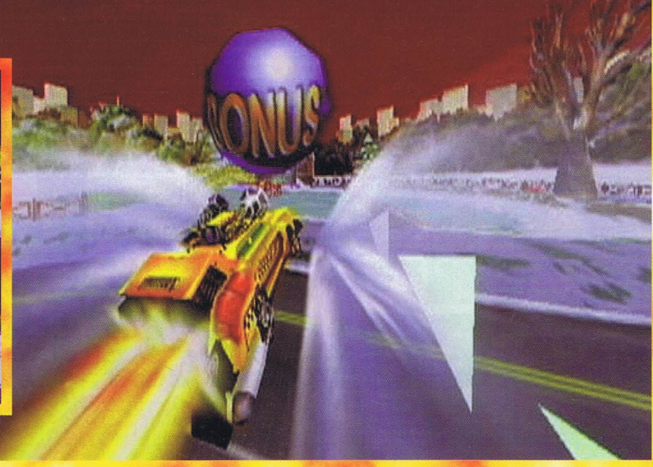
ANTICIPATION RATING: 3/5





There are plenty of bonuses and turbos around, but it's weaponry that you'll want mostly.





Hopefully the new two-player mode will inject some added longevity to the old arcade game.

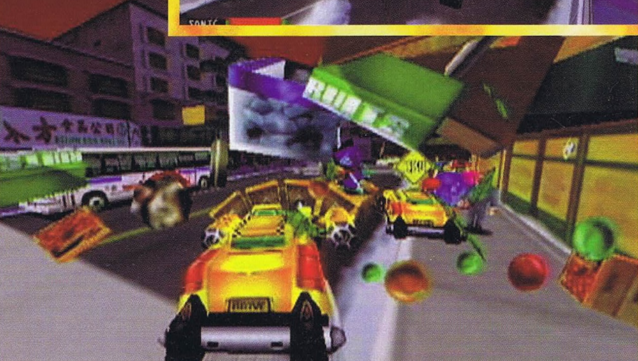
DRIVE

hacked-up carriage



If this is going to be 'arcade-perfect' then it will still have a number of flaws. Hopefully, Namco will go one step further and iron some of the wrinkles out. Either way, we won't have long to wait, as it's out in Japan in February.







AMERICA DISCOVERS GAMECUBE

Blistering US launch for Nintendo's new baby.

Nintendo's own Luigi's Mansion *– the best-selling Gamecube game in America.*

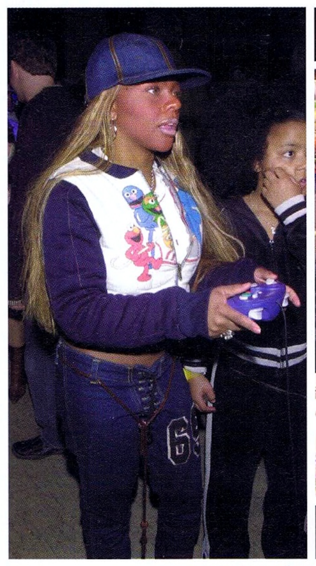


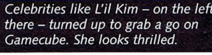
By Mark Green

Gamecube has got off to a truly spectacular start in America, with 700,000 consoles shipped to stores across the US on launch day, and $98 million worth of consoles and games sold within *24 hours* of going on sale.

At the time of going to press, Nintendo were yet to release actual sales figures from the 18th November launch – but Gamecube was widely predicted to more than *double* the sales of Xbox, which arrived in stores three days earlier. The figure of $98 million meant Gamecube beat ticket sales for the opening weekend of Harry Potter and the Sorceror's Stone in America by over $4 million – although admittedly that was largely on account of Gamecube and its games and accessories costing a tad more than a simple cinema ticket.

Stores in almost all of the USA's 50 states, notably New York, Florida,

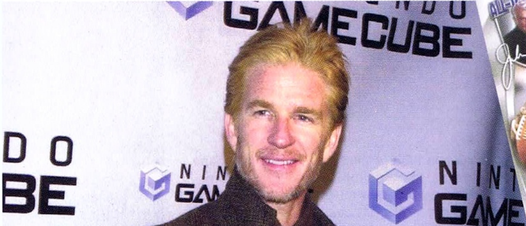



Celebrities like L'il Kim – on the left there – turned up to grab a go on Gamecube. She looks thrilled.



The lad above looks happy, and rightly so. Look at all that GC gear!





Washington and California, reported queues at midnight and a near sell-out of their Gamecube allocation within hours. A survey by Goldman Sachs of Toys 'R' Us, Electronics Boutique and Wal-Mart revealed that 47 per cent of shops had sold all their Gamecubes – Xbox was a sell-out in 73 per cent of stores, but that was explained away in the report as being on account of less than 300,000 units being shipped by Microsoft for launch. "We note that Nintendo's shipment policy appears to be staving off serious shortages," claimed the report. "But it is only a matter of time before Christmas demand consumes the Gamecube inventory."

Pile 'em high...

Over 15 games joined Gamecube on the shelves on 18th November – including such system-sellers as *Star Wars: Rogue Leader*, *Tony Hawk's Pro Skater 3* and *Madden 2002*. Nintendo of America's Vice President of Corporate Affairs, Perrin Kaplan, claimed that *Luigi's Mansion* was the top-selling game, surprisingly beating *Rogue Leader* into second place, with *Wave Race: Blue Storm* coming in third.

The hugely successful launch quashed fears for Gamecube's future after a relatively disappointing Japanese launch in September. As the purple wonder machine arrived in America, Nintendo of Japan announced a surge in profits of over 14 per cent, exceeding the company's forecasts and highlighting the continued success of Game Boy Advance and all things Pokémon. And even better times are ahead, as the hugely anticipated *Super Smash Bros Melee* launches in Japan and the US, and Nintendo truck 100,000 units per week to American shops during the Christmas season. The company expects to offload 1.2 million units by the end of the year.

It wasn't all good news for Gamecube-hungry punters, though. Controllers and memory cards, as in Japan, were in very short supply, and many of the bigger games weren't available in sufficient quantities to satisfy demand – despite one or two titles, such as *Star Wars: Rogue Leader*, appearing on shop shelves up to two weeks before the actual console. Larger chains such as Babbages used a ticketing system to ensure early risers were guaranteed a 'cube, and restricted extra joypads to one or two per customer. With multiplayer-focused games like *Smash Bros* just around the corner, the controller shortage is likely to continue right up to Christmas and beyond.

Out to launch

Although Nintendo's launch celebrations didn't come anywhere near matching the extravagance of Microsoft's New York get-together, a Gamecube launch party was held in New York City, where celebrities such as L'il Kim and Matthew Modine joined up with punters – and the city's heroic firefighters – to count down to the midnight launch.

As far as the UK launch goes, Nintendo of Europe are remaining schtum. But, somewhat ironically, Gamecube's stellar US performance makes the chances of – God forbid – a Spring launch in Blighty even slimmer still, as newly-manufactured consoles are earmarked for America in an attempt to satisfy the enormous demand. You can read more about Europe's chances over on the right – and we'll have more reports for you next month on Gamecube's increasingly blinding performance in Japan and the US. **NGC**



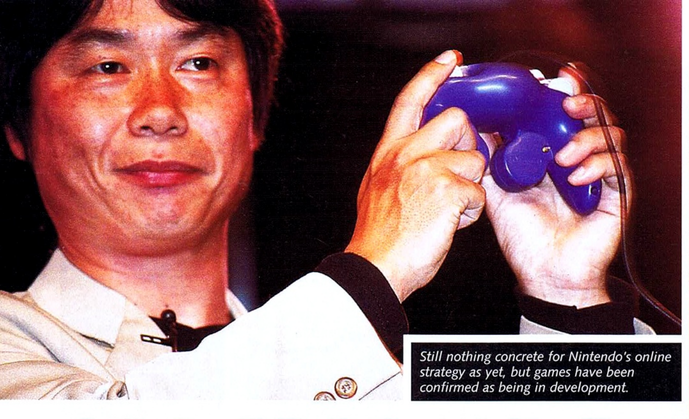
UK LAUNCH UPDATE

Last month, we brought you news that Gamecube may launch in Europe as late as June, missing its promised Spring 2002 launch. Since then, the rumour mill has gone *absolutely haywire*, and depending on who you believe, GC could be landing in the UK as early as Christmas 2001, or as late as Christmas 2002.

The early launch rumours stem from a Nintendo France spokesperson claiming late this month that they had "a surprise soon, but we'll speak more about it more as it breaks." By the time you read this, of course, you'll know exactly what that surprise was – although if it *is* a Christmas 2001 launch for Gamcube, we'll gladly tuck into our trilbies.

At the other end of the scale, there are whisperings that if Nintendo can't hit spring, they'll avoid summer (traditionally a slow period for videogames) and head straight for autumn or even winter 2002.

Amid all this craziness, the official word from Nintendo is that an announcement is still planned for the end of this year or early next year. We'll bring you more next month. **MG**



Still nothing concrete for Nintendo's online strategy as yet, but games have been confirmed as being in development.





SHIGSY SPEAKS OUT

The grand master talks about launch, *Pikmin* and the possibility of online gaming...

As ever, Nintendo are infuriatingly tight-lipped about their strategy with GC – but in a recent interview with Japanese publication Mainichi, Shigeru Miyamoto made some interesting comments about Gamecube's launch, its titles, and some intriguing suggestions that Nintendo are already well on the way to formulating a cohesive online plan.

When probed about the low-key launch of GC in Japan, Shigsy admitted that deep down he'd hoped it would sell a little better than it had, pointing to the summer release as a reason for underwhelming sales. Even so, *Pikmin* seems to be going from strength to strength with Nintendo ordering another manufacturing run only a couple of weeks after initial release, and with the ever popular *Super Smash Brothers Melee* only round the corner, things certainly look set to improve. Shigeru also made a point of re-iterating Nintendo's intention to keep innovating in order to capture those all-important new audiences, saying; "We, the creators of videogames, and have to change ourselves. I'm not going to deny what we did in the past, but we've got to keep getting more people interested in games who wouldn't normally care."

Business is business

As far as online services were concerned, Miyamoto stressed that these would only be implemented when the market was ready. He then went on to say: "There are a large number of online games in development, which are secret", but unfortunately he wasn't exactly forthcoming with any additional information, the fiend.

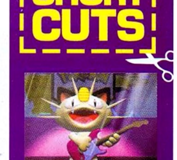
Still, one thing's for sure – it is notoriously difficult to maintain high profitability levels from online gaming, so no doubt Nintendo will refrain from revealing too much until a viable business model has been established. There are also a host of other problems that Sega in particular have encountered.

Issues such as cheating on the Dreamcast's *Phantasy Star Online* via ingeniously hacked code and Gameshark/Action Replay disks are just one example of the difficulties presented when you initiate an online community. So it's unsurprising that Nintendo aren't rushing into things – but also reassuring news that they're quietly busying themselves with an area of gaming they were previously openly sceptical about. As Miyamoto himself put it; "We [Nintendo] dropped the idea of doing it the way other companies do at the research level. We can't make an online game that uses the internet until the technology makes it into enough homes, but we did need to prepare the Gamecube for that eventuality in the future".

So with the slow emergence of broadband in many gaming territories - especially good old Blighty – don't expect Nintendo's online frenzy to kick off any time soon. But as Shigsy clearly stated, they'll be more than ready to start when the time is right. We can't wait. **GE**

Shigsy: disappointed with Japan's launch figures, but with Smash Bros Melee *round the corner, things are set to change.*

SHORT CUTS



PIKALELE?

It's no secret that the Miyamoto family go a bundle for Sega's beat-rhythm oddity *Samba De Amigo* on the Dreamcast, so the discovery of a recent Nintendo patent for the word 'Pikalele' quickly had the rumour mill – and the NGC office – buzzing.

The patent covers banjos, toy stringed instruments, ukeleles and plush stuffed toys and dolls. Lord alone knows what Nintendo are up to with this one, but our money's on a Pokémon, or Pikachu-related, rhythm-based game. Our reasoning? Shigsy wouldn't let that Spaceworld *Meowth Party* demo go to waste, would he? Maybe he was giving us a clue with all those crazy air guitar antics at ECTS... **GE**

CAPCOM EXCLUSIVES

Not content with bringing the *Resident Evil* series to Gamecube, Shinji Mikami – creator of said popular survival horror adventures – has also been busy with another top-secret Gamecube-bound project.

Titled *CAS RA*, little is known about the game other than the fact that it has been under intensive development since September. Amid other rumours that Capcom are developing a special new joypad for Gamecube, it seems they've already committed heavily to Nintendo's system. It remains to be seen whether or not the jopyad rumours and the secretive *CAS RA* are in any way connected. And, sadly, it's doubtful we'll find out until E3 2002. Grrrr. **GE**

CAPCOM

RARE KEEP GAMERS IN THE DARK

Perfect Dark rumours – but Twycross stays silent.

All's quiet on the Rare front these days – in fact, it's nearly always quiet on the Rare front – but it has recently come to an our attention that *Perfect Dark* is *definitely* in development and has been for quite some time.

Moreover, our spies have revealed that online and/or 'communication' functions will almost certainly be implemented. While it's still unclear as to whether or not this will materialise as full-on deathmatching, it could mean that any number of intriguing features that never made it into previous games could be realised this time round.

Rumours, for example, are still rife about a return of the N64 version's abandoned face-mapping function, as well as the possibility of uploading high scores and times on to a dedicated server. As a rule though, we tend not to take *too* much notice of such rumours. Online services for Nintendo's purple box are still some way away, so it's far more likely that this 'communication' function relates to a GBA link-up. *Perfect Dark* was Transfer Pak-compatible the first time round, so it's likely Rare are looking to expand on this idea with the Gamecube's new technology.

Also this month, it's been confirmed that out of *Banjo 3*, *Conker 2*, *Killer Instinct 4*, *PD Zero* and a *Gran Turismo*-style driver, only *two* are currently in development for Gamecube, so only one of these games remains *totally* shrouded in secrecy. With *KI* rumoured to make its next appearance on GBA, our money's on that smarmy ginger rat Conker. **GE**



THE PIKMIN BLUES

In our book, there's nothing better than stories of unhealthy obsession culminating in self-humiliation – and in the case of long-time Nintendo fan Corey Olcsvary, that's exactly what's happened.

In order to win Nintendo's "What would you do for a Gamecube?" competition, which took place at California's Cube Club event, this young man painted his body blue, stuck a leaf to his head (to make himself look like a Pikmin) and then proceeded to eat tubs of 'Pikmin food' (worms and crickets). Thankfully, his disgusting efforts weren't in vain, as he subsequently went on to win the competition, earning himself not only a Gamecube, but a GBA, a massive haul of software, and a dirty great cheque for $5,000. **GE**

POKÉSINGLE

We're always on the look-out for any means of drowning out the infernal, five-track-rotation racket passing for entertainment that is Radio 1. So imagine our surprise and delight when, right in the middle of Chris Moyles' usual daily dose of attention-seeking 'hilarity', we received a copy of the brand-new Pokémon single and a copy of the eye-popping video.

Titled Gotta Catch 'Em All, it's the handy work of London-based nu-metal band 50.Grind. Scheduled for release on the 10th of December, it's a high-energy fusion of rock and hip-hop, complete with Pokémon samples injected into the track.

After a brief chat to 50.Grind's main man Nat, we discovered that, unlike all the usual Chrimbo cash-ins, this was entirely their own idea. After forming the band, they started to mess around with Pokémon samples in their music. The result was Gotta Catch 'Em All which they eventually took to Nintendo to ask permission to use the samples. After hearing the track, Ninty were so impressed they wanted it for their forthcoming films and cartoon series. Naturally, the offer was too good a one to refuse.

Fair play to 50.Grind then, whose new single will certainly make a change from labouring dwarf Bob the Builder's Xmas-single efforts. **GE**

STATE OF PLAY

WITH MARK GREEN

Nintendo like to keep their plans close to their chests. If you're not sure why, see the press reaction to the hundreds of *Smash Bros Melee* screenshots currently flooding the game's official website – bewilderingly, Nintendo have actually been *attacked* for this sort of openness.

But Nintendo's refusal to shout about Gamecube even when the thing is actually being *launched* might just be taking that secrecy policy a tad too far. The US release on November 18th passed by with barely a whimper from The Big N's press office – a couple of bits of paper 'revealing' the release date, a quote from Peter Main about how Gamecube is focused on, er, games (again), and then the sound of Nintendo executives leaning back in their plush leather armchairs and congratulating themselves on a job well done.

Meanwhile, just three days earlier, Microsoft were heralding Xbox's launch by decking out the Toys 'R' Us store in New York's Times Square with green spotlights, strobes and colossal video screens, handing out free machines to passing punters, and wheeling out Bill Gates himself – along with WWF superhero The Rock.

Granted, Microsoft are the new kids on the gaming block, and need to throw money around to get noticed quickly. But Nintendo's failure to put up a fight is extraordinary – and smacks of the same arrogance and self-assuredness that led to the N64 being condemned to quake in the shadow of PlayStation for five years.

Gamecube is the first Nintendo console to launch without that *Mario* killer app – The Big N didn't even feel it had to reassure potential customers that *Mario* and *Zelda* are on the way.

Gamecube's launch *was* a success, but Microsoft have caught plenty of people's attention. Nintendo must get their act together – and quickly.



HAVE GAMES, WILL TRAVEL

With Gamecube's UK release so far off, import shops are doing a roaring trade. But how do they do it? And is it legal? Mark Green investigates.

It began with lorry drivers making a few quid on the side bringing consoles to the UK from Berlin ten at a time. Now, the practice of shipping foreign goods from abroad for games-hungry UK punters is thriving. Tens of thousands of pounds change hands every day – and you've probably bought your Gamecube already.

The import trade began back in the late '80s. Japanese consumer electronics firm NEC hopped onto the videogames bandwagon with a powerful console called the PC Engine – and inexplicably refused to release it in Europe. In response to anguished punters desperate to get their hands on the thing, bedrooms outfits like Telegames, Another World and Raven Games sprung up, placed adverts in games mags like ACE, and used contacts in Japan to fetch consoles and games from abroad. Before long the ads were increasing in size, stock was swelling to include Sega Mega Drives and SNK Neo Geos, and big money was rolling in.

Now, with Japanese and American contacts that much easier to hook up with courtesy of the internet, importing isn't solely the preserve of specialist shops – plenty of individuals ship foreign goods to Blighty as a side-business. But while the theory of



There's a wealth of Japanese games out there that have never seen the light of day in Europe. If you want to play them, you'll have to import.

Nintendo reportedly ticked off companies caught shipping GBAs, but the trade continues unabated.

importing is easy, in practice it's a complicated and risky business.

A matter of import

"The simplest way to do it would be to use contacts inside Japanese warehouses," one anonymous source told us. "But no-one's ever managed that. Instead, we're forced to rely on shops in Japan, who sell on to agents, who then sell on to someone else, and so on until eventually it finally reaches us. Of course, everyone who handles the goods charges a little extra, so by the time it gets here we're paying way over the odds. When customers see they can get it all cheaper straight from some Hong Kong website, it puts us in a difficult position."

Which raises the question – exactly where do importers stand legally? Big supermarkets like Tesco have been taken to court by clothes and toiletry manufacturers who've objected to their jeans and perfumes being imported for cheap from the US. Similar complaints have come from videogame companies – NEC actually placed adverts in ACE warning customers about importing a PC Engine, and Nintendo reportedly ticked off companies caught shipping Game Boy Advances – but the trade continues unabated despite all that. Why exactly?

"Every now and then someone gets a rap on the knuckles or a threatening letter behind the scenes," says our anonymous contact. "The console manufacturers will usually try to trip you up on things like a plug not conforming to UK law, or the packaging containing images trademarked only for use abroad. But it never gets followed through. A lot of MPs make a lot of their income from stuff like this, you know."

Parallel lines

In fact, in Australia, 'parallel importing' has now been officially legalised, on the sensible grounds that videogame companies shouldn't be allowed to make Australian gamers wait months for games already on sale elsewhere in the world. In the UK, the law is more muddled. Importers *do* break the law if they fail to pay import taxes and VAT. But, as with DVDs, it's unclear whether selling foreign games – often with 'For Sale Only In US/Japan' stamped on the box – is risking a visit from the police.

The fog isn't likely to clear any time soon. Videogame companies and importers are reluctant to test their respective rights in court. According to one theory, Nintendo and co care little about where a console or game ultimately ends up, as long as they pocket the cash from the initial sale. A thriving market in pirated games in China means few sales of legitimate, boxed copies of games – the flourishing European import market gives Japanese companies a valuable extra outlet for official product.

Couldn't care less?

Our source cites the ease of modding Japanese Gamecubes (see page 86) as proof that importers aren't high on Nintendo's hit list. "Nintendo could have poured wax onto the circuit board," he says. "They could have sealed off the connection and made it a real pig to modify. Instead, it's the simplest modification we've seen. That's got to say something, right?"

So, if you've imported a Japanese or American Gamecube, breathe easy – you (probably) haven't broken the law. But if your favourite import shop suddenly collapses under a sudden and hefty lawsuit from The Big N, then don't say we didn't warn you... **NGC**

PASSPORT

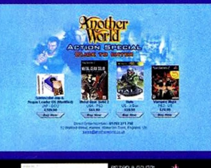
IMPORT ARENA

The most reliable importers in the UK.



CA Games
NGC's importer of choice, CA Games (named after its friendly proprietor, Charlie Ambrose) are usually first with the biggest consoles and games – and dead reasonable on price, too.
www.cagames.co.uk
0141 334 3901

Another World
Based in Stoke-on-Trent, Another World is another long-running importer, with a knack for bagging Japan's more obscure gaming products. Nice website too.
www.anotherworld.co.uk
01782 271750





Computer Exchange
Outlets nationwide and staff who rival even **NGC** for gaming nous, CEX is well worth a punt.
www.cex.co.uk
020 7636 2666

Raven Games
Set up in 1988 as a mail-order outfit Raven Games is now a proper shop with a specialism in late-'80s machines.
www.ravengames.co.uk
020 8663 6810

Your one-stop spot for dates, stats and facts

INFORMATION STATION

Chart updates • Imports • Most wanted • Most played



ChartTrack Official top 10 N64 chart

Pos	Title	Publisher	Released	Movement	NGC review
1 (NEW!)	Pokémon Stadium 2	Nintendo	Released 09/01	New Entry	Issue 60 • 90%
2	The World is Not Enough	EA	Released 05/01	Last month: 5	Issue 49 • 88%
3	WWF No Mercy	THQ	Released 12/00	Last month: 9	Issue 49 • 92%
4 (NEW!)	Earthworm Jim 3D	Virgin	Released 12/99	Re-entry	Issue 35 • 23%
5 (NEW!)	Paper Mario	Nintendo	Released 09/01	New entry	Issue 58 • 90%
6	Pokémon Snap	Nintendo	Released 09/00	Last month: 8	Issue 45 • 80%
7	Conker's Bad Fur Day	THQ	Released 04/01	Last month: 1	Issue 53 • 89%
8	Zelda: Majora's Mask	Nintendo	Released 11/00	Last month: 7	Issue 49 • 96%
9	Banjo-Tooie	Rare	Released 05/01	Last month: 6	Issue 54 • 81%
10	Pokémon Stadium	Nintendo	Released 04/00	Last month: 3	Issue 41 • 90%

NGC 5 Most played

1	Star Wars: Rogue Leader	Lucasarts	SHT	Issue 63 • 87%
2	Mario Kart 64	Nintendo	RAC	Issue 4 • 91%
3	FIFA 2002	EA	SPT	Review next month
4	Pikmin	Nintendo	RTS	Issue 62 • 86%
5	Super Monkey Ball	Sega	ETC	Issue 61 • 92%

NGC 5 Most wanted

Mario Sunshine	Nintendo	ACT	JPN: Summer, UK: 2002
The Legend of Zelda GC	Nintendo	RPG	JPN: TBA, UK: 2003
Resident Evil: Biohazard	Nintendo	ACT	JPN: Spring 2002, UK: 2002
Perfect Dark Zero	Nintendo/Rare	ACT	ALL: Christmas 2002
Tony Hawk's Pro Skater 3	Activision	SPT	US: Now, UK: 2002

Readers' 5 Most played

1	Luigi's Mansion	Nintendo	ETC	Issue 61 • 90%
2	Super Monkey Ball	Sega	ETC	Issue 61 • 92%
3	Wave Race: Blue Storm	Nintendo	RAC	Issue 61 • 90%
4	Super Smash Bros	Nintendo	FGT	Issue 36 • 90%
5	Tony Hawk's Pro Skater 2	Activision	SPT	Issue 62 • 90%

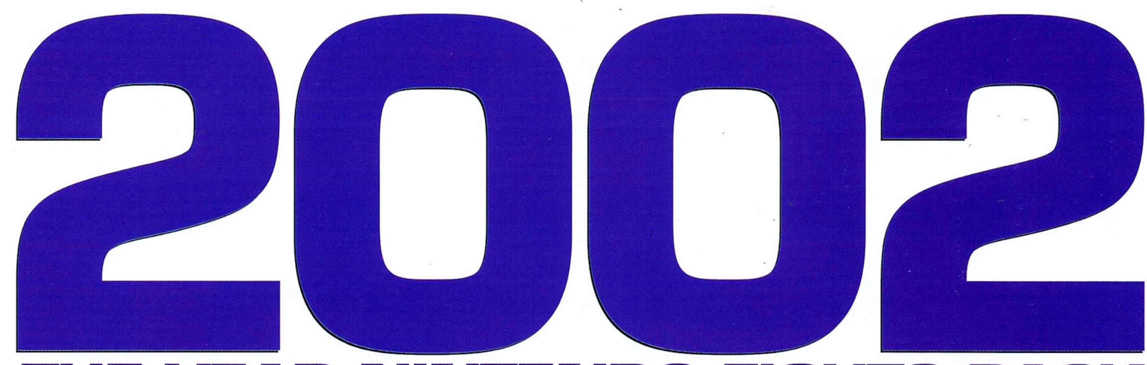
Readers' 5 Most wanted

Mario Sunshine	Nintendo	ACT	JPN: Summer, UK: TBA
Star Wars: Rogue Leader	Nintendo/Lucasarts	SHT	US: Nov 18, UK: Spring
The Legend of Zelda GC	Nintendo	ACT	JPN: 2002, UK: TBA
Super Smash Bros Melee	Nintendo	FGT	JPN: November, UK: Spring
Pikmin	Nintendo	ETC	JPN: October, UK: Spring

Top 5 Import chart

Source: CA Games (0141 334 3901)

1	Star Wars: Rogue Leader	Nintendo • SHT	Issue 63 • 90%
2	Super Monkey Ball	Sega • PUZ	Issue 61 • 92%
3	Smash Bros Melee	Nintendo • FGT	N/A
4	Luigi's Mansion	Nintendo • ACT	Issue 61 • 90%
5	Wave Race: Blue Storm	Nintendo • RAC	Issue 61 • 91%



2002

THE YEAR NINTENDO FIGHTS BACK

The gloves are off. This is the year Nintendo will reclaim its crown as king of the consoles. Game Boy Advance is well into its stride; Gamecube is already chasing down PS2 in Japan and the US, and ready to invade Great Britain – cross fingers – in spring. The Big N might witter on about being the only truly games-focused company out there, but in reality they have one simple new year's resolution: kill off PlayStation2 and Xbox.

Arguably, 2002 is Nintendo's best-ever year for games, and easily fills the gaping hole in our hearts left by the N64's final death throes. We've struggled to squeeze all of this year's blistering Gamecube and Game Boy Advance titles into the following eight pages, and can count at least 44 must-have, triple-A instant classics due to land somewhere in the world within the next 365 days – that's *three every month*. The battle of the next-gen consoles already has the whiff of a one-horse race.

So, prepare for the return of Mario, Link, Fox McCloud, Kirby, Donkey Kong, Turok, Samus Aran and many others, *and* give a hearty welcome to new Nintendo stars such as Sonic the Hedgehog, Harry Potter and *Galleon*'s square-jawed Rhama. Forget walkman manufacturers and sinister nerd-controlled über-corporations – *this* is Nintendo's year…

WARNING!

As always in this fickle business, all release dates are subject – and likely – to change. Many of the dates we've presented here are guestimates by the NGC team, so take them with a pinch of salt.



We've scattered markers throughout the feature that you can cut out and Blu Tack to your free NGC 2002 Year Planner. Nice, eh?

VIRTUA STRIKER 3



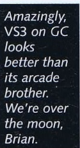
NEW SHOTS

The arcade version might not have lit up the seafront, but Sega are fiddling with the controls to make the Gamecube interpretation a gem of a game – and shoehorning in an unofficial 'Road to the World Cup' mode.

RUMOUR: Sonic the Hedgehog? Playable? Believe it, folks…







Amazingly, VS3 on GC looks better than its arcade brother. We're over the moon, Brian.



ETERNAL DARKNESS



Twelve characters to play as, and 2000 years of history to blast and chop your way through – but now *Resi*'s on its way, Silicon Knights' scare-'em-up suddenly doesn't seem quite so tasty.

RUMOUR: This *is* one of the few widescreen-compatible Gamecube games.







Moody, scary, and as gory as a butcher's hook.



January


NBA Courtside 2002


18-Wheeler Trucker




Worms Blast


Dark Summit

February


Spy Hunter


Gauntlet Legends


R6: Rogue Spear


Rayman M

MARIO ADVANCE 2



Be still our beating hearts. This tiny cart brings the SNES all-time classic *Super Mario World* – arguably the best game in the world ever – to GBA. Bash blocks, stomp on Goombas, ride Yoshi, uncover secret areas… Wow.



RUMOUR: The original *Super Mario Bros* might also be included.



DOSHIN THE GIANT



The work of *1080°* coder and Brit-in-Japan Giles Goddard, this is best described as a cut-down version of the PC's *Black & White*. As the big yellow fellow in question, you must prod and pull the landscape around for the villagers' benefit – or, if you prefer, just chuck your little friends into the sea!

RUMOUR: Mr Goddard's next job is to resurrect *1080° 2* for GC.









RUNE

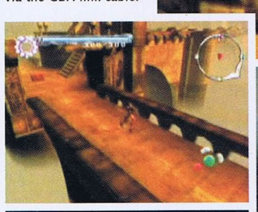


NEW SHOTS

Use card tricks to do battle in Gamecube's first 'proper' RPG, courtesy of From Software. Intelligent use of the joypad layout and a huge fantasy land to explore will have your spine tingling.

RUMOUR: It may be possible to collect cards via the GBA link cable.





We've just heard that Rune might make it for December in Japan. Tops!









Cut these markers out, stick a blob of Blu Tack on the back, then paste them on to your NGC year planner!

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RESIDENT EVIL · STARFOX ADVENTURES · DIDDY KONG PILOT · ANIMAL LEADER · SUPER SMASH BROS MELEE



RESIDENT EVIL BIOHAZARD



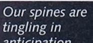
MAR · TBA · JAN

NEW SHOTS

We can still remember arriving in the office that sunny morn and hearing the ground-quaking news that *Resi* was now *exclusive* to GC. This remake will blow your eyes out.

RUMOUR: New characters and plot deviations for the new version.

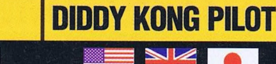




Our spines are tingling in anticipation.







ANIMAL LEADER







TBA · TBA · MAR

Another N64 game turned GC extravaganza, *Animal Leader* is a potty mix of *Pokémon* and *Spacestation: Silicon Valley*. The aim is to rise to the top of the food chain by gobbling beasts and evolving new abilities – but just *look* at the thing. The visuals are resolutely right-angled and simpler than George W Bush. Utterly bizarre.

RUMOUR: Like *Rogue Leader*, the game might use Gamecube's built-in clock to some effect.



DIDDY KONG PILOT

MAR · APR · TBA



Rare resurrect *Diddy Kong Racing*'s mid-air malarkey on GBA – and borrow the tilt technology from *Kirby Tilt 'n' Tumble* so you can pilot the planes with just a flick of the wrist (although you can still use the D-pad if your wrists aren't up to the stress). Let's just hope that the four-player battle mode isn't as woefully tedious as its *DKR* counterpart.

RUMOUR: Conker will be putting in a family-friendly, non-cussing appearance. Nice.

March



Gamecube



Pokémon Mini



Tony Hawk's 3



BMX Extreme

April





Sonic Adventure 2



Animal Forest +



Dark Tomorrow



Galleon



STARFOX ADVENTURES









MAR 25 · MAR · TBA

NEW SHOTS

Originally an N64 game, this *Zelda*-esque adventure has been in development for yonks, and looks the business. *Lylat Wars*-style mid-space sections should satisfy Fox McCloud followers.

RUMOUR: You play as Krystal, the N64 version's heroine, for the first level.



Just look at it! If Rare can pull this off in the first few months of GC's life, imagine what their next batch of titles will look like…

SUPER SMASH BROS





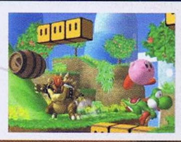




NOW · MAR · NOW

This is the game the Japanese are waiting for – as the queues to play it at Ninty's Spaceworld exhibition testified. Scores of arenas, tons of secret characters, a wealth of multiplayer modes, and the best all-out scrapping this side of John Prescott – this time tweaked to give *SSBM* a proper, *Tekken*-like beat-'em-up feel. Review in NGC/64.

RUMOUR: Pichu, Mewtwo, Dr Mario, Falco and young Link will all be playable.



Nods and winks to classic Ninty titles are ten-a-penny in Smash Bros Melee.



Lunchtimes will never be the same again, you know. Mama!

SOUL CALIBUR 2

TBA | TBA | MAY

NEW SHOTS

The original is regarded as the pinnacle of beat-'em-ups. The sequel not only looks good enough to give you goosebumps, it should also *better* it in just about every area. The GC's Tekken? You betcha.

RUMOUR: The *SC2* coin-op runs on Gamecube-powered hardware.



Fighting with fists only? Yesterday's news. In SC2, giant weapons are at your disposal.

Namco like their shimmering light effects – and Gamecube can handle them no problem.



TEKKEN ADVANCE

NOW | MAY | NOW



It might be strictly 2D, but Namco's conversion of their acclaimed fighter looks almost as good in your pocket as it did on your TV. Nina, King, Yoshimitsu and the rest are back 'in the area' in spectacular pre-rendered form, and if you have a link cable, the two-player mode should while away the hours very nicely.

RUMOUR: The Tag mode from *Tekken Tag Tournament* might be making an appearance.

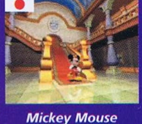


All your Tekken favourites, so small they're almost cute.

May


Bloody Roar 3


FIFA 2002


Mickey Mouse

Skies of Arcadia

June


Mortal Kombat

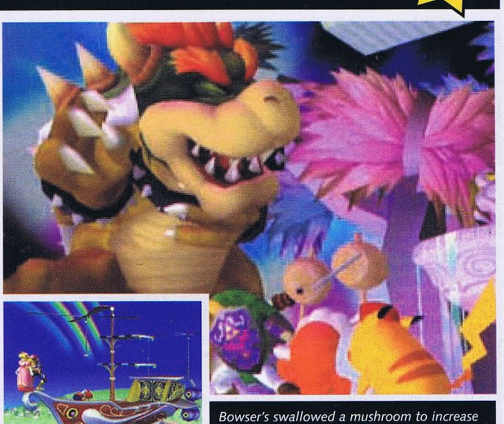

Tetris Worlds


Legends of Wrestle


Dave Mirra BMX 2

MELEE

NEW SHOTS



Bowser's swallowed a mushroom to increase his size. Say goodbye to the other three…

FLIPPIN' KIRBY

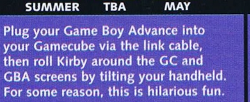


SUMMER | TBA | MAY

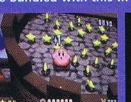


Plug your Game Boy Advance into your Gamecube via the link cable, then roll Kirby around the GC and GBA screens by tilting your handheld. For some reason, this is hilarious fun.

RUMOUR: The link cable could well be bundled with this in Japan.



Shigsy gave a great demo of this at Spaceworld last year.



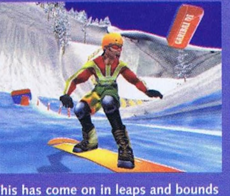
SSX TRICKY

NEW SHOTS





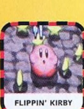
NOW | JUN | TBA



This has come on in leaps and bounds since its dodgy first appearance back in September. Outrageous stunts are two-a-penny, and the roller-coaster courses make even *F-Zero's* tracks look tame. We're not too sure about the focus on the riders – you'll be able to view footage of the boarders 'off-piste' – but if *Tricky* is anywhere near as good as *SSX 1*, it'll 'rock'.

RUMOUR: A star-studded cast, including Lucy Liu and Macy Gray, *will* be providing voices.


SOUL CALIBUR 2

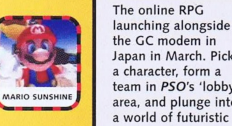

FLIPPIN' KIRBY


SSX TRICKY


TEKKEN ADVANCE

Cut these markers out, stick a blob of Blu Tack on the back, then paste them on to your NGC year planner!

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PHANTASY STAR ONLINE V2



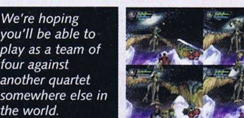

The online RPG launching alongside the GC modem in Japan in March. Pick a character, form a team in *PSO*'s 'lobby' area, and plunge into a world of futuristic dungeons and dragons. 'Phantastic'!

RUMOUR: Sonic's popping his head up in this one, too. He gets everywhere.





We're hoping you'll be able to play as a team of four against another quartet somewhere else in the world.



MARIO SUNSHINE





We've still seen just 30 seconds of the sequel to *Mario 64*, but it's more than enough to get us dribbling on our t-shirts. The pukka platforming is in place, but that backpack of Mario's holds the key to this game's big secret.

RUMOUR: *Sunshine* may now be a cel-shaded game, à la *Zelda*. Gasp!

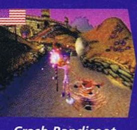


Mark our words – that backpack pumps out water. For what reason, though, we're still guessing. Time will tell…

July

August


Spiderman · Sega Smash Pack GB


Robocop


Crash Bandicoot


RAVE


Klonoa 2 · Hot Wheels


Minority Report

SONIC ADVANCE



The turncoat. For years the arch-nemesis of Nintendo kind, Sonic is now racing for GBA in a blistering update of his original 2D adventures. Tails, Knuckles and Amy crop up as playable characters too.

RUMOUR: The GC-GBA link cable – plus *Sonic 2* on GC – will unlock secrets.

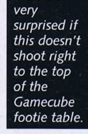




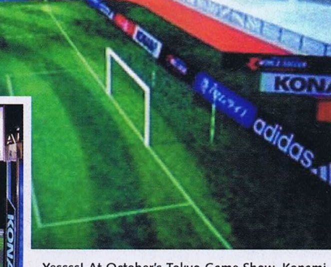
Bringing together all the best bits – and favourite characters – from Sonic's many Mega Drive adventures, Sonic Advance should 'rule'.

ISS 2002





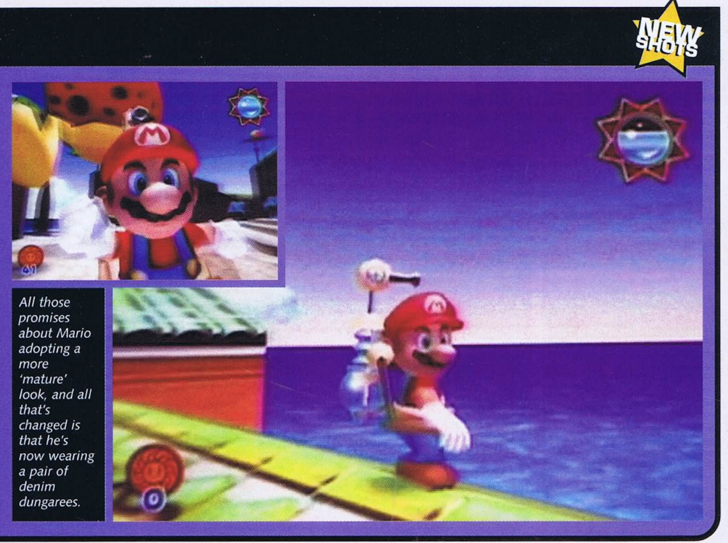
We'd be very surprised if this doesn't shoot right to the top of the Gamecube footie table.





Yessss! At October's Tokyo Game Show, Konami confirmed at last that their superb footie series is about to smash onto Gamecube. Don't expect too many innovations – but *do* expect some blazingly brilliant ball-booting.

RUMOUR: Konami might implement a top-down camera mode this time.



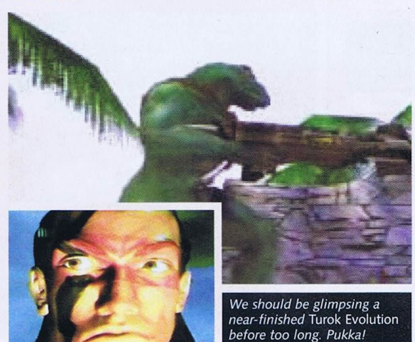
All those promises about Mario adopting a more 'mature' look, and all that's changed is that he's now wearing a pair of denim dungarees.

TUROK EVOLUTION



The fifth game in Acclaim's flagship dinosaur dynasty sees designer David Dienstbier returning to his roots with a fast-paced blast in the middle of sweltering jungles. According to our sources, this is going to look 'incredible'.

RUMOUR: There'll be at least one mid-air level on a pterodactyl.



We should be glimpsing a near-finished Turok Evolution before too long. Pukka!

September



Metroid IV GBA





Bomberman



Gold Star Mountain



Shining Soul GBA

October



Resident Evil Zero



Die Hard



Mario Party 4



Defender

METROID PRIME





SEP TBA TBA

With 'outrageous' music maestro Tommy Tallarico signed up for composing duties, an end to *Metroid Prime*'s many troubles seem far, far away. But if it works, it'll send the Xbox's excellent Halo packing.

RUMOUR: Gossip persists that *Metroid*'s multiplayer will be online-enabled.

According to rumour, Metroid Prime's lead programmer has just left for Acclaim. Is the game doomed?





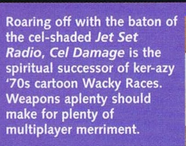
CEL DAMAGE



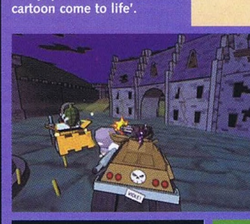


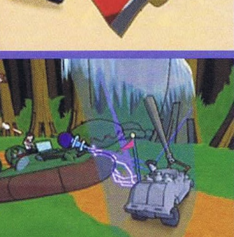
Roaring off with the baton of the cel-shaded *Jet Set Radio, Cel Damage* is the spiritual successor of ker-azy '70s cartoon Wacky Races. Weapons aplenty should make for plenty of multiplayer merriment.

RUMOUR: 'Part demolition derby, part whacked-out cartoon come to life'.









Cel Damage has received positive reviews from the Xbox press. Good stuff.



Cut these markers out, stick a blob of Blu Tack on, then paste them on to your NGC year planner!

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MARIO KART

PERFECT DARK ZERO

KAMEO

DONKEY KONG RACING

THE LEGEND OF ZELDA

MARIO KART GC



TBA TBA NOV

You can bet *Mario Kart* is well into development at Nintendo HQ. We'd put money on it being the big release that'll fill the wait between *Mario Sunshine* and *Zelda*.

RUMOUR: SNES tracks on GBA; expect updated N64 tracks in this one.



Just the one early demo of Mario Kart GC so far. Expect the finished game to look the absolute business.

DONKEY KONG RACING





DEC DEC TBA

It's six months since we were shown the intro movie to this *Diddy Kong Racing* sequel, and those tight-lipped folk down Twycross way ***still*** won't tell us anything about the game. There are vague rumblings, however, that you train your animal steed over a period of time before entering it in championships, but that's about it. Come on, Rare!

RUMOUR: If Banjo and Kazooie don't crop up somewhere, we'll eat our hats.

KAMEO: ELEMENTS OF POWER





DEC DEC TBA

A long way off completion, but some folks consider this Rare's most promising-looking title. The heroine can morph into all manner of beasties, ***and*** send three monster slaves off to do her bidding. Pretty, too. We'll learn more about this at next May's E3.

RUMOUR: Will the *Elements of Power* subtitle stick? We think not.





November



Crazy Taxi 2



Title Defense



ESPN Winter Sports



Star Wars: Episode II

December



CHiPs



WWF Wrestlemania



Cas Ra



100 Marios

PERFECT DARK ZERO



DEC DEC TBA

We'll be amazed if this actually makes the proposed December launch, but with *Metroid Prime* in trouble, this ***has*** to deliver the goods. Think back to how good it looked on N64, and imagine it on GC...

RUMOUR: Is Joanna Dark ***not*** the star of this game? Time will tell...



Recent rumours claim that Perfect Dark Zero might miss its December release date – but should feature an online element. Exciting, no?

THE LEGEND OF ZELDA

TBA TBA DEC





Whether it's cel-shaded or not, this will be tops.

Yes, we know. You hate the cartoony visuals. So, you might be pleased to hear that Shigsy might – just ***might*** – have changed the look back to 'ultra-realistic' in the face of a million and one moans about 'Cel-da'. Whatever it looks like, ***Zelda GC*** will feature the same mix of exploring, chatting, fighting and puzzling that made its forebears all-time classics. It can't come soon enough.



RUMOUR: You control your sword directly by twizzling the analogue stick.

HARRY POTTER


DEC

DEC

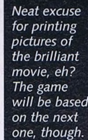
DEC

A stab in the dark, this. A *Harry Potter* game is in development, we're assuming the next movie (Harry Potter and the Chamber of Secrets) will be out this time next year, and we're guessing EA want the two to arrive simultaneously. Here's hoping.

RUMOUR: Visuals to make the recent PS versions crawl away and cry.









Neat excuse for printing pictures of the brilliant movie, eh? The game will be based on the next one, though.

THORNADO


DEC

TBA

TBA



Remember this? Coded by Factor 5, the folk behind *Rogue Leader*, *Thornado* is an update of classic Amiga shooter *Turrican* – it was originally destined for the N64 before Nintendo let Factor 5 in on the GC party. Now that *Star Wars* is done, the developers can concentrate on getting this *Jet Force Gemini*-style third-person blast-'em-up done and dusted.

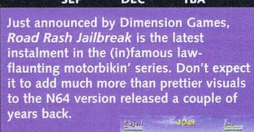
RUMOUR: Shigsy will soon be ordering Factor 5 to change this into *Starfox Adventures* 2. Ho, ho.

ROAD RASH JAILBREAK


SEP

DEC

TBA



Just announced by Dimension Games, *Road Rash Jailbreak* is the latest instalment in the (in)famous law-flaunting motorbikin' series. Don't expect it to add much more than prettier visuals to the N64 version released a couple of years back.

RUMOUR: Split-screen four-player mode? You can bet big bucks on it.





WIN! A GAMECUBE

Now we've whetted your appetite with twelve months' worth of gobsmacking Gamecube games, your palms are probably damp with anticipation of actually *playing* the thing.

Well, you're in luck. For the third month running, we've got a Gamecube up for grabs. And this time, it's a *UK* machine. As soon as Nintendo get around to announcing a release date for GC in Blighty, we'll secure one of the first European machines, and wing it straight over to our lucky winner. Plus, we'll bung in a heap of games, including *Luigi's Mansion, Wave Race: Blue Storm, Super Monkey Ball* and *Star Wars: Rogue Leader.* Lawks!

So, if you fancy taking possession of one of Great Britain's first Gamecubes, simply study this very simple question…

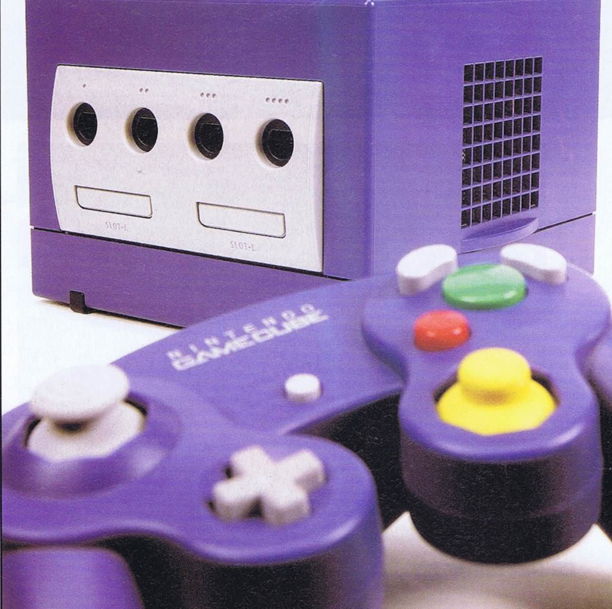
How many soccer games are due on Gamecube this year?

…then bung the answer on a postcard and send it to the address below. And the very best of luck!

Send your answers to:
CUBE HERE PLEASE!
NGC Magazine,
Future Publishing,
30 Monmouth St,
Bath,
BA1 2BW.

Closing date is Thursday January 27th.





NGC MAGAZINE ARENA

HOW NGC MAGAZINE SCORES A GAME

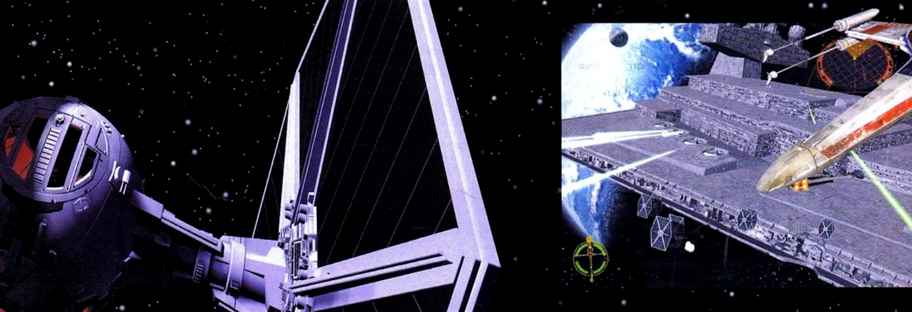
NGC has one of the toughest scoring systems around. We won't award our Star Game accolade until we're sure you're getting your money's worth.



85 and above	84–70	69–50	49–20	19–0
Only after playing a game to the end will we consider awarding it our Star Game seal.	If we award a game more than 70 you can be certain it's fantastic, if flawed, fun.	Every so often a game comes along that's perfectly playable, but just not special in any way.	Here you'll find games that were lazily programmed or hurriedly cobbled together – or simply bad ideas.	The disaster zone. There have been a couple and we've not shied away from giving them a firm kicking.

STAR WARS ROGUE LEADER

Just like the movies – but you're driving! Factor 5's gorgeous *Rogue Squadron* sequel rated.



GO TO PAGE 28

PIKMIN



Multicoloured plant-man strategy? Have Ninty gone insane? Find out in our huge review.

GO TO PAGE 38

TEAM GC This month: we think hard about which Star Wars character to go to the office party as.

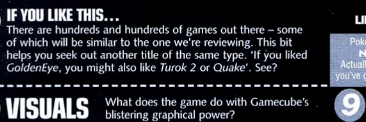
IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a real hurry, or just can't be bothered to read the full review, you can always just use our Verdict box!

PLUSSES AND MINUSES
These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.



IF YOU LIKE THIS…
There are hundreds and hundreds of games out there – some of which will be similar to the one we're reviewing. This bit helps you seek out another title of the same type. 'If you liked *GoldenEye*, you might also like *Turok 2* or *Quake*'. See?



VISUALS What does the game do with Gamecube's blistering graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the Gamecube and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.









PLUSSES & MINUSES
+
● Cool stuff
–
● Not so cool stuff
IF YOU LIKE THIS…
Pokémon Stadium N64/41, 90% Actually, don't bother if you've got the new one…
9 VISUALS
7 MASTERY
8 SOUNDS
6 LIFESPAN
VERDICT

GERAINT EVANS
"Yoda!" cried Geraint. "Best Star Wars character ever is. Attract many ladies at party I will." As you can see, the excitement of it all nearly caused Geraint's head to explode.

MARK GREEN
Darth Vader for Greener – not because he's evil, but because Tim's punched his face in so many times he's taken to wearing a protective helmet.

ALAN MADDRELL
"Master Luke, master Luke!" squealed Alan, mincing about like Dale Winton. Then he sat down to think about which Star Wars character to be.

JUD WEBB
Jud's habit of constantly wearing headphones in the office meant he was the obvious choice for Princess Leia. And he also wears dresses.

DAN GEARY
"Rrroargh, Roagh!" complained Dan, doing a bad impression of Chewbacca. He even brought up a hairball for authenticity's sake.

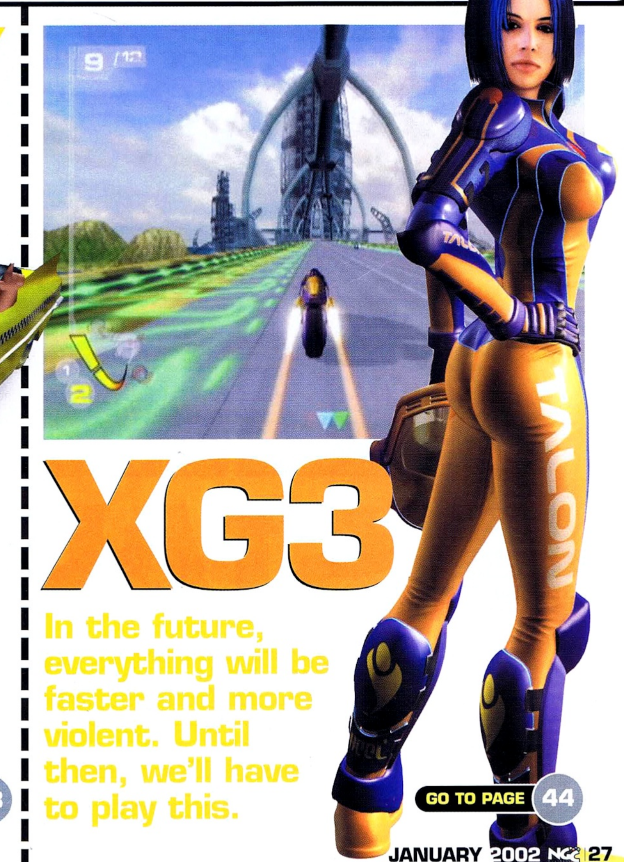
PAUL EDWARDS
The art monkey's flowing locks had us in mind of Jar-Jar Binks' ears. "Meesa liken' da surfing, dude!" was all he could think to say on the matter.

TIM WEAVER
Tim fancied himself as Han Solo – and started eyeing up Jud in a particularly unnerving way. We've got a bad feeling about this…

CRAZY TAXI

We all want to be taxi drivers when we grow up. *Crazy* taxi drivers…

GO TO PAGE 48



XG3

In the future, everything will be faster and more violent. Until then, we'll have to play this.

GO TO PAGE 44

Rogue Leader is only available in the US. If you want to get hold of a copy, ring CA Games on 0141 334 3901.



INFO BURST

STAR WARS ROGUE LEADER

DEVELOPER:	Factor 5
PUBLISHER:	LucasArts
PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
NUMBER OF DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBC

COST: $50

STAR WARS ROGUE LEADER

Witness the power of the armed and fully operational Gamecube...

FARM BOY TO FREEDOM FIGHTER



The dusty plains and rocky canyons of Tatooine are as good a place as any to get to grips with flying. Taking command of Luke's trusty T-16, the training level is basically a guided tour of the desert planet. By following your radar, you'll be guided to rotating rebel symbols that give you bite-sized tutorials on the basics of flying. Along the way you'll seek out various hot-spots – such as Jabba's Palace – fly in races against Biggs and Wedge down the infamous Beggar's Canyon, and engage in some merciless wildlife-slaying as you attempt to "bullseye womp-rats" in the allotted time.

To get the top medals you have to take out most enemies, and do so at speed.

The capital ship models are out of this world, with extensive detail.

The Battle of Endor is far and away our favourite level. Never before have we seen so many enemies on screen.

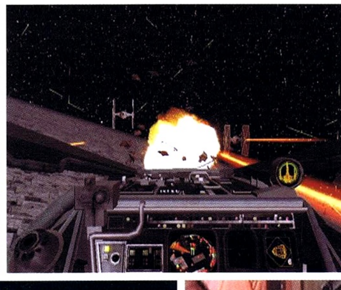
CRAFTY

As ever, the ships you choose are vital to your success. On your first play through the game, you'll only have a very small selection open to you, but once you've beaten the game, your hangar will fill up with more and more craft. If you're attempting to get gold medals on all levels you'll need to familiarise yourself with the intricacies of each.

CLASSIC STAR WARS M

EPISODE IV: THE DEATH STAR







This is the first proper level in *Rogue Leader*. As the Death Star prepares to fire on Yavin 4, Luke and co have to destroy a number of huge towers, before tackling swarms of incoming TIEs. The good thing is that this first level is actually not that difficult, so you really get the chance to revel in the incredible atmosphere of it all. Take it from us – by the time you reach the trench run, with its high-speed action and dialogue ripped straight from the film, you'll be totally immersed.









EPISODE V: BATTLE OF HOTH



Factor 5 have really taken care to recreate the finest moments from the films with some remarkable set pieces. The most breathtaking of them all happens when you navigate the valley at the start of the Hoth level – only to emerge in the middle of a full-on battle between Rebel troops and Imperial stormtroopers. Whether it's the lumbering AT-ATs or the spectacular lightshow of crisscrossing lasers reflecting on the snow, this level never ceases to amaze us. Brilliant.

SUICIDE CENTRAL



As stunning to look at as they are, Star Destroyers are deadly metal beasts that can annihilate you in the blink of an eye. Covered in guns and holding swarms of TIEs, don't even attempt to take a Star Destroyer on in one of the lighter craft, because your useless wingmen mean you'll essentially be battling it out all on your lonesome.

It's worthwhile getting to know Star Destroyers like the back of your hand. If you're going to attempt to earn all medals – and you will – you'll need to take them out in under two minutes.

OMENTS YOU CONTROL

UNSEEN FOOTAGE



Some of the levels in Rogue Leader didn't actually appear in any of the films, but Factor 5 have still managed to recreate that essential Star Wars atmosphere by making these stages both believable and integral to the overal story. Each and every mission follows on beautifully from the last, and as a result the continuation of events never feels as contrived as it did in, say, Battle for Naboo. Still, if you're hankering for some old-school Star Wars levels, then the game's hidden secrets will more than satisfy your needs...

EPISODE VI: ENDOR BATTLE

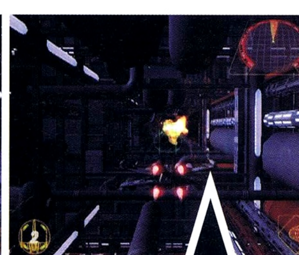


If there's one level you won't be able to stop playing, this is it. Imagine five huge capital ships, a half-constructed Death Star, a stunning planetscape, and up to 200 fighter craft – then throw yourself into the middle of it all. It can only be described as an utterly gobsmacking symphony of laser destruction that will overload your senses. Nothing comes close to the feeling you get when facing hundreds of TIEs head on.









EPISODE VI: STRIKE AT THE CORE



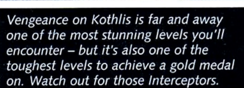




Intense. There's no doubt about it – you'll be shaking like a leaf every step of the way as you battle through unspeakable odds here. First you have to protect the Millennium Falcon from getting wasted by pursuing TIEs. Then you have to fly down a tunnel no bigger in diameter than a loo-roll, and *then* take out the core before escaping at break-neck speed through an even smaller and more cluttered tunnel. It gets your heart pounding, yes – but it's so hard you'll blub like a baby.

MISSION PROFILE
BATTLE IN PARADISE




Vengeance on Kothlis is far and away one of the most stunning levels you'll encounter – but it's also one of the toughest levels to achieve a gold medal on. Watch out for those Interceptors.

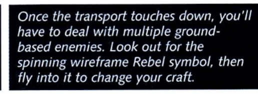


Your primary objective is to protect a Rebel transport on its way to a downed Destroyer. Concentrate your efforts in the vicinity of the transport, taking out packs of incoming TIEs at speed.



Fend off irritating TIE Interceptors as if your life depended on it – otherwise it's game over. Of all the enemy craft, they have the biggest tendency to come from behind and blast the hell out of you.



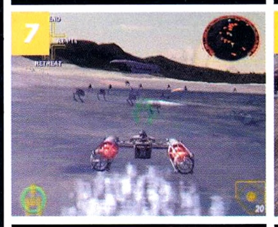

Once the transport touches down, you'll have to deal with multiple ground-based enemies. Look out for the spinning wireframe Rebel symbol, then fly into it to change your craft.



By changing to the faster Speeder, you can tackle the wading AT-ATs in one of the game's finest moments. Once you've taken care of them, you'll be faced with even more enemies.



More walkers and stormtroopers emerge from the crashed Destroyer. Bombs are needed – aim for the centre of large packs of walkers and let splash damage take care of the rest.



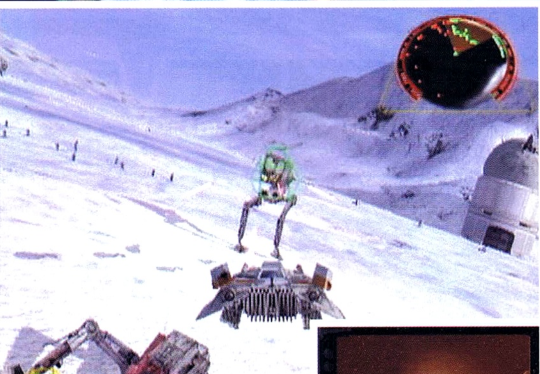
Commandeer a Y-Wing and drop your heavy payload on the enemy. Your own ground troops need to be protected, so swing round and concentrate your laser fire on the Imperial stormtroopers.



Now punch another hole in the hull of the Destroyer so your troops can infiltrate it and reclaim the lost data that was captured by the Empire. That'll learn 'em to be evil!

The Star Destroyer captures Rebel craft, so you'll have to take it down fast.





If the AT-ST destroys your ion cannon then the transports will never escape Hoth. Approaching from the rear ensures they won't see you coming.

Luigi's Mansion has come and gone. Wave Race was never really a contender to begin with, and despite having Shigsy at the helm, Pikmin is, at the end of the day, perhaps just a little too quirky. You see, Gamecube has been crying out for a so-called 'killer app' ever since launch. A title with visuals that make your jaw drop, gameplay that just won't let you remove your numb backside from the couch, and the kind of pulling power that grabs you by the wrist and forces you to buy a Gamecube. Star Wars: Rogue Leader promised all this and more. So has it delivered the goods?

Never have we been so torn over just what kind of score to give a game. One thing is for certain, though. Ever since *Star Wars: Rogue Leader* arrived in the office, everyone – and we do mean *everyone* – has gawped at the screen in utter disbelief, before tentatively asking us for 'a quick blast'. As kind as we are, we give them a go – and then we can't get shot of them.

It's difficult to convey just how fantastic this game looks. Even the menu screens are enough to make you weep with delight. As you head through the front end of the game making your selections, DVD-quality

REAL-TIME ROGUE





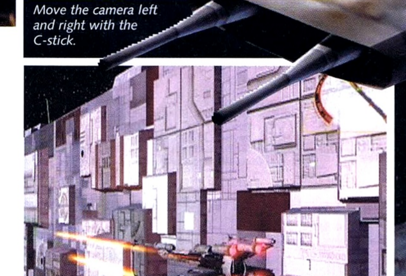


This one came as a real surprise to us. We knew the sun set on the Tatooine training level – and that's where we thought the story ended. Not so. When you first turn on Gamecube, you'll be asked to input the time and date. From then on, a real-time clock kicks in – and *Rogue Leader* takes advantage by actually changing the appearance of some levels. So if you're playing the training level in the morning, Tatooine's suns will be rising, giving off a bright yellow light; in the evening, they'll be setting, shedding a stunning golden glow across the sands. This makes all the difference on the planet-bound levels as visibility will be greatly affected. Wow!

60 FRAMES PER SECOND?

One of the biggest boasts about Rogue Leader *was its consistently high frame rate. Unfortunately,* Factor 5's game *is prone to some slow-down, especially in the more intense battle sequences. But this in no way detracts from the experience. In fact, we're still stumped as to how they've managed to make it all run as smoothly as it does, even with 200-plus fighters screaming around the screen. It's simply amazing, we tells ya.*

Move the camera left and right with the C-stick.



The TIE bombers you can see on the left there are intent on wiping out your mission-critical medical frigate. Make sure they don't succeed or it's game over.

video from the original trilogy plays silently in the background. Meanwhile, superbly detailed portions of crafts' wings open and close as they reveal the next menu or options screen. From here you'll be taken to the Rebel hangar where you can guide Luke around and check out the ships on offer. Granted, this is nothing to wet yourself over, but it's a great indication of the consistently high standard of presentation you'll be treated to throughout the experience.

Naturally, most people will want to start the proceedings on the first 'proper' level of the game – the assault on the first Death Star – and those who choose to do so won't be disappointed. This is a fantastic opener to the game, with Factor 5 placing your craft directly in front of a massive tower. Simply hold down the A-button and five seconds later it will erupt in a spectacular fireball, spewing debris all over the shop and lighting up your ship and the surrounding area. Needless to say, you won't need much convincing that this is the best fifty quid you've ever spent – and so it continues.

From the eye-popping foggy nebula of the Ison Corridor to the frantic full-scale space-based insanity of the Battle of Endor, Factor 5 inject just about every graphical trick the Gamecube has to offer straight through your corneas and directly into your brain. Whether it's the dynamic, real-time lighting effects, cascading shadows around your ship, or the splendid bump-mapping on the sand dunes of Tatooine, there's no mistaking that this is the *ultimate* showcase for Gamecube, and a heart-warming realisation of the potential it holds in its tiny underbelly.

Rogue squad-wrong

The fact that it looks the business is undeniable. We've been harping on about its visual qualities ever since it first emerged at Spaceworld 2000. The only thing we were ever unsure of was the way it played. True, we'd had plenty of plays while visiting various trade shows, but it's always difficult to get a real feel for a game when hundreds of sweaty punters are crushing your collarbones against the booth in an attempt to capture footage for their website. Still, all that's behind us now. We've played through the entire game and unlocked all the secrets – and the result is a strangely mixed bag of opinions.

First and foremost, anyone who's expecting a dramatic overhaul of the *Rogue Squadron* gameplay mechanics will be sorely disappointed. To put it lightly, this plays and handles in exactly the same way. The mission structure is

ANATOMY OF A STARFIGHTER

ION CANNON
Only a small selection of craft have these. Used by charging up and releasing the secondary fire button, the Ion Cannon can be used to disable enemy craft, gun turrets and shield generators.

ARMOUR/SHIELDS
Knowing your craft's strength is important when selecting which one to take on a mission. If you're only going to be engaging fast-paced fighters, the lighter A-wing is the ship of choice. If you're taking on a capital ship or just can't stop ramming into rocks, opt for craft with armour-plating a mile thick.

ENGINES
You won't be going anywhere without these! Controlled directly via the analogue shoulder buttons – you can ease the speed up and down by gently squeezing them, or manipulate them violently using the digital clicks.

LASER CANNONS
Your primary source of destructive power. While normally used to unleash a steady stream of pain at your enemy, they can be linked for increased accuracy. This can be done by waiting a few seconds before using the lasers again – an essential technique for achieving gold.

SECONDARY WEAPON
Thinking of taking on an Imperial installation or Star Destroyer? You'll be wanting some big-boys' weapons, then. Ranging from concussion missiles to proton torpedoes or bombs, these send a powerful punch directly into the heart of your unsuspecting target.

COCKPIT
You can view the action from inside or behind your ship. If you're in the cockpit, you can check out your wingmen through the side windows. If you use your targeting computer – which pinpoints enemies – you'll be momentarily whisked back inside the cockpit until you turn it off again.

The planet's atmosphere provides a wonderful sense of depth. Especially when there are TIEs approaching from below.

Taking on hundreds of TIEs in a Y-Wing isn't funny. Best hide.



The cockpit view can feel a little sluggish, so you won't spend much time using it.

essentially the same – follow the radar to your next objective, dispatch attacking TIEs, drop bombs, follow and protect mission-critical craft, and disable sensors.

Now don't get us wrong – we're all big fans of the first instalment, but when you consider that this is meant to be a next-generation title, it might have been nice to have some next-gen gameplay thrown in. Maybe some more involved levels, or perhaps multiple paths through each mission? Unfortunately, none of these are evident in *Rogue Leader* – rather, you're confined to the rigid structure of each level, and neglecting to adhere to it results in speedy failure.

This mainly boils down to the fact that, on top the frustratingly inflexible gameplay structure, it's actually incredibly difficult. By the time you get to the fourth level, Factor 5 ramp things up substantially – on many occasions, we were close to tears. The unforgiving enemy AI is perhaps the most frustrating element of all. Because there are so many ships, you'll find they have the capacity to swiftly annihilate you if you're not constantly on your guard. This doesn't always come down to their dog-fighting

AUDIO EXCELLENCE

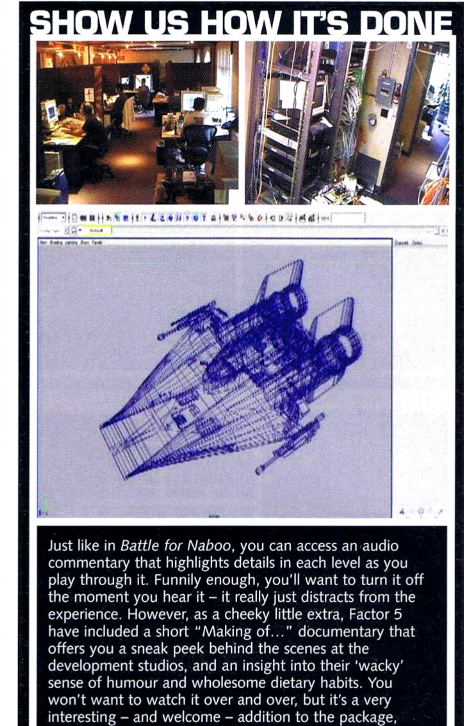
Just as you'd expect from Factor 5 (they did help with the Gamecube's sound compression, after all) the music and sound effects in RL are nothing short of spectacular. As you fly around each level, there are literally hundreds of speech samples lifted directly from the films to help replicate that inimitable Star Wars atmosphere. Whether it's the TIE's familiar scream, or the rasping bursts of your lasers, everything is absolutely spot-on. If you have access to a decent pair of headphones, then you're in for a real treat – if you own an amp that supports Dolby Pro Logic surround sound, you'll be convinced TIEs are about to smash through your living room wall.

Stunning textures and lighting make RL a joy to behold.

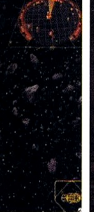
To achieve gold, you'll need to destroy more AT-STs than is humanly possible.

Check those reflections and ripples in the sand. What a beauty.

SHOW US HOW IT'S DONE



Just like in *Battle for Naboo*, you can access an audio commentary that highlights details in each level as you play through it. Funnily enough, you'll want to turn it off the moment you hear it – it really just distracts from the experience. However, as a cheeky little extra, Factor 5 have included a short "Making of..." documentary that offers you a sneak peek behind the scenes at the development studios, and an insight into their 'wacky' sense of humour and wholesome dietary habits. You won't want to watch it over and over, but it's a very interesting – and welcome – addition to the package, especially if you've ever wondered how much work actually goes into making a game of this magnitude. Hopefully this is something more developers will include in the future. Nice one.





The A-Wing might be speedy, but it won't take many hits.

Insanity. Just look at all that laser fire. Take it easy, eh?

prowess, however. More often than not it's the case of a lightning-fast TIE Interceptor cutting you up and ploughing into you. Not so bad, you might think – but when it's already happened to you twice in as many minutes, you'll be hard pushed not to bring your joypad crashing down on your shiny new Gamecube to vent your uncontrollable rage.

Hey! No fair

So, *Rogue Leader* can seem very unfair. Bugs such as the CPU respawning your craft directly next to – or in some cases *inside* – a capital ship (resulting in near instant death) only confound matters, but it's the fact that the controls are *still* a little twitchy which really annoys us. For some reason, when you're trying to chase down fast-moving TIEs, your ship's handling often feels like it's stuck to a rubber band, as the game's engine refuses to let you turn where you want, instead choosing to fling you back in the prescribed direction like some obstinate child – which, again, only increases your annoyance.

All issues which need highlighting, but dwelling on them would be unfair to the obvious hard work Factor 5 have put in. You see, these faults only grate during your first play through the game. Strangely enough, *Rogue Leader* really comes into its own *after* you've finally finished it.

Once you've familiarised yourself with the inner workings of each and every level, the problems that initially wound you up something chronic seem to become less and less of an issue. Because you know what you're doing, and are aware of the events that occur in each location, you can actually take time out to enjoy each scenario and appreciate just how solidly

SWEET, SWEET EYE CANDY

There are too many examples to choose from in RL, but here's NGC's top five visual treats.



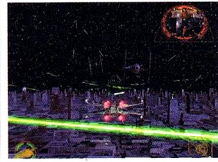
BALLOON FIGHT
A simple pleasure admittedly, but the mere process of trashing these balloon's thermal lifters is fantastic. With some well-placed missiles and linked laser blasts you can bring down those fat floaters in all their fabric-rippling glory. Lovely stuff.



ISON FOG
The Ison Corridor is the next level after you tackle the awesome Death Star – and it's no less impressive. The nebula is a real sight for sore eyes, while the constant whirling of free-floating space debris gives the level an alarming sense of depth. Marvellous, no?



SUNSET WATERS
Definitely an office favourite, this one. As you swoop around the sunset-drenched beaches of Kothlis trying to protect your transport, you'll notice an absolutely stunning scene. The warm rays of sun reflecting off the rippling water's surface has to be seen to be believed.



LIGHT SHOW
On every single level you'll wonder how you managed to survive with all that hostile laser fire flying around. If you're at all familiar with the movies, the answer is simple – the empire couldn't hit a cow's ass with a banjo – but still, it makes for one hell of a firework display.



GROUND TEXTURES
Okay, a bit geeky this one, but it doesn't half make the game look stunning. Both the ripples in the sand on Tatooine and the snow and rock textures on the Hoth level go that extra mile – bringing a faithful Star Wars atmosphere straight into your living room. Lush.

The explosions are the most satisfying we've seen.

Flying around the canals of Bespin can be very dangerous. Thankfully, there's a special, manouevrable craft available.

Take out the prison planet's shield to help your friends below.

With so much going on on screen it's hard not to crash into stuff.

designed each level actually is. Even the levels that seem fairly poor to start with soon become supremely enjoyable. The source of all this new-found pleasure is deeply rooted in the game's hardcore-pitched difficulty level that becomes more apparent once you try to earn the top-tier Gold and Silver medals. In order to actually bag them, you'll be required to pull off some incredible feats of flying and sharp-shooting. For example, by allowing your lasers to charge for a few seconds, you can link your lasers for one-hit kills. The more you play *Star Wars: Rogue Leader*, the better you get at judging when to let rip with your firepower. So what initially felt like an excruciatingly shallow game soon blossoms into a brilliantly compulsive 'must-try-harder' endeavour, that's fuelled even further by the astonishing graphical and aural splendour that proliferates each beautiful mission.

A new hope

Oddly enough, the addition of the targeting computer – a device that indicates which targets are crucial – and the wingman commands, which are really the only notable gameplay 'enhancements', do nothing to add to the original experience. Like Luke did in the movies, it's probably best to turn the computer off and, ahem, 'use the force.' In the end, it's the simplistic, almost arcadey nature of the title that makes it all so compulsive. That, and the fact that there's just so many extra goodies to unlock as a reward for all your hard work.

By earning medals you accumulate points which can then be spent on new levels. There are also loads of new ships to discover and fly – almost three times as many as you start off with, in fact – each with its own distinct handling and weaponry. These in turn make competing for the harder medals just that little bit easier. Together with these are a host of great little extras, such as the original teaser trailer, and audio commentary for each level, not to mention a short documentary on the making of the game, which make the effort you put in all the more worthwhile.

So, in answer to the original question – has *Star Wars: Rogue Leader* delivered what it promised? Well, to be honest, no. Gorgeous visuals aside, this isn't quite as special as it could have been, which is why it falls just short of that magical 90 per cent mark. However, if – as we said earlier – you're expecting a jaw-dropping title that refuses to let you go and forces everyone you know (including elderly



Go on. Give it a kiss. It's been giving you the eye all through the mission. The tease.

The trench run seems frighteningly fast in the cockpit. Only thrill seekers need apply... So that's, um, all of you then. Yup.

Bespin is another stunning mission, but deceptively hard and confusing.

The Y-Wing might be cumbersome, but its bombs pack a fiery punch.

relatives) to go out and buy a Gamecube, then this is as brilliant a 'killer app' as you could possibly hope for. Set aside any niggles and it's an engrossing, challenging game that, once you get used to it, is incredibly good fun to play – and because it's so stunning to look at you'll still want to revisit its finer moments a good six months down the line.

Considering *Rogue Squadron* is among the first wave of Gamecube titles, it's an exciting indication of just what the machine can do in the right hands. It's already been confirmed that Factor 5 will develop a sequel – we can only dream about just how awesome it will look like when they *really* start pushing the machine. Whichever way you look at it, though, this is still an essential purchase that demands to be experienced. So do yourself a favour and grab a copy, plug in your headphones, turn off the lights and indulge in the most atmospheric Star Wars game ever created.

GERAINT EVANS

STAR WARS ROGUE LEADER

+

- One of the finest-looking games made.
- Loads of levels and ships to unlock.
- Extremely challenging.

–

- Can be unforgiving and unfair.
- Plays too much like *Rogue Squadron.*
- You might find it too tricky at first.

IF YOU LIKE THIS...

Rogue Squadron
Factor 5
NGC/25 85%
More laser-blasting through the SW universe.

10 VISUALS

Unbelievably good. Words simply cannot describe just how stunning it all is.

10 SOUNDS

Star Wars music and samples + Factor 5's sound mastery = aural perfection.

9 MASTERY

The first game that's really started sucking the juice out of the Gamecube. Brilliant.

8 LIFESPAN

You'll beat the game fairly quickly, but it'll take you months to master it fully.

VERDICT

Not without its flaws, but so enchanting you'll want to play again and again. Spectacular.

87



PIKMIN

The aliens have landed! But ain't they the cutest?

SPACESHIP PART *Your main objective is to track down parts of your smashed-up spacecraft, and order the Pikmin to carry them to the wreck.*

TIME LIMIT *You've got just 30 days to reassemble your ship. A game day lasts around 15 minutes, and you'll see the environments bathed beautifully in the shifting light of night and day as time ticks away.*

MONSTERS *Mutant ladybirds, bouncing frogs and giant birds are just some of the weird locals who stand between you and those spaceship fragments. Finding the tactics that will see them off pronto – with a minimal Pikmin death count – is all part of the fun.*

SIGHTSEEING *Pikmin's five worlds are stunning photo-quality recreations of forests, beaches and caves. But because Pikmin are so teeny-tiny, each level is only around one metre wide in 'reality'.*

PIKMIN *Aww – aren't they sweet? Captain Olimer, your little spaceman, has complete control over your multi-coloured vegetable friends – they'll beat up monsters, knock down walls and drag items back to base camp at the press of a button. Anything they kill leaves behind a coloured capsule, which will generate even more Pikmin for your collection.*

INFO BURST

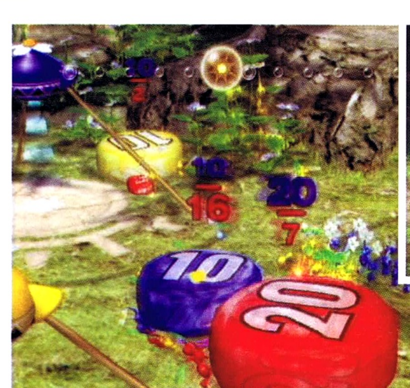
PIKMIN

DEVELOPER:	Nintendo
PUBLISHER:	Nintendo
PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK-UP	No
ONLINE PLAY:	No
NUMBER OF DISCS	1

WHEN'S IT OUT?

US	UK	Japan
18 Nov	Spring	Now

COST: ¥6,800


No prizes for guessing that the colossal red capsule there needs 20 Pikmin to haul it back to base camp.




Shortcuts such as this handy twig are often uncovered by the clever Pikmin without any help from you.






Beetles, like the one above, are only good for distracting your little alien friends.



INTRO NO-NO

Pikmin's intro is plain rubbish. Captain Olimer's spacecraft travels across a blank, 2D galaxy, then crashes to earth with the bare minimum of not-so-special effects. It's so eye-bleedingly bad, a visitor to the **NGC** *office mistook it for an N64 game. Put some effort in next time will you, Nintendo?*

MEET THE PIKMIN

As Captain Olimer, you've three types of Pikmin at your beck and call, each with a particular speciality. All of them are super-cute, mind.

1



RED PIKMIN

The first Pikmin you'll encounter. These are the fighting experts, able to dispatch enemy monsters the fastest with their little fists. They're also invulnerable to flames – dead handy against the fire-spitting nasties you'll encounter.

2



YELLOW PIKMIN

They might be weaker than red Pikmin in a straight scrap, but they're able to pick up and chuck bombs you'll find lying around the area. Blast away stone walls with such explosives, or seriously deplete the health of enemies.

3



BLUE PIKMIN

Did we mention that if you lead red and yellow Pikmin to water, they'll thrash around for a few seconds before sinking to the bottom, dead? Blue Pikmin have no such troubles – but they're also the weediest in battle.

Every five years or so, the world holds its breath as Nintendo turn their unique skills to redefining an existing game genre. They did it with racing games (Mario Kart). They did it with beat-'em-ups (Super Smash Bros). And now, just a couple of months into Gamecube's life, Shigeru Miyamoto and his elite band of coders have been let loose on real-time strategy.

Pikmin is the result of bunging existing RTS titles such as *Command & Conquer* and *Starcraft* into a giant cauldron, scooping in a spoonful of scrapings from Shigsy's brain, and leaving it all to bubble and simmer into a rich gaming soup for 12 months. It's no surprise to discover that the resulting mixture is a colourful work of genius – and whether you like your serious games 'Nintendo-ised' or not, it's difficult not to admire Nintendo for successfully pulling off a game genre that's traditionally only really been seen – and only ever actually *worked* properly – on PC.

Pikmin manages this by stripping the genre down to its barest bones, in three easy steps. First, it's goodbye to hundreds of different types of troops,




The tripod-like spaceships have the power to generate new Pikmin – and store up to 1000 of the teeny beggars.



PIKMIN PLEASE

1 Fetch a group of Pikmin from their spidery craft and order them to bash down the flowers.

2 With the flower 'defeated', a small capsule pops out, which your Pikmin cart back to camp.

3 The capsule is sucked into the ship, which spits out new Pikmin seeds. They'll be ready for picking in a few seconds.

A DAY IN THE LIFE

A typical 24 hours in the company of Pikmin.

ATTAAAACK!

Using the C-stick, you can 'push' groups of Pikmin around Captain Olimer in the eight compass directions. That's useful for avoiding enemies, but also puts the Pikmin in 'active' mode – they'll automatically beat up or pick up anything they touch, allowing them to attack in frightening swarms like this.

LOG FUME

Pikmin attack this log by summoning up their anger and bashing their bonces against it, again and again and again. Eventually, it'll roll out to create a handy bridge. Now you can send a group across to collect the spaceship part on the other side.

BOMB THE BASE

Bombs are found lying around in these abandoned cans. Yellow Pikmin can grab 'em and bung 'em – helping knock down big stone walls.

BUBBLE BOYS

Let Pikmin scrabble around in grass and they'll usually uncover a luminous globule of liquid. Any Pikmin who sucks this up grows a little flower on their head – which means they're now stronger and faster than leaf-heads.





That's one part of your damaged spacecraft successfully found and brought back home – only 29 to go...



You can leave that group of Pikmin to automatically grab that bit of ship.



tanks, aircraft and the like – *Pikmin* hands you control of just three brands of cuddly plant-men. Second, there are no complicated procedures for building, breeding and refuelling your 'units' – you literally grow new Pikmin by collecting the capsules left behind by dead enemies.

And lastly, the brain-meddlingly complicated control systems of most RTS games have been simplified by handing you direct control of the Pikmin's 'leader', Captain Olimer. No complicated menus here – if you want a group of Pikmin to do something, you'll have to have Olimer go over there and tell them to do it.

Talk to the vegetables

Don't get *Pikmin* wrong, though – even after having all its extraneous bits and pieces cleared away by the Nintendo bulldozer, real-time strategy is still real-time strategy. This plays just like *C&C* and its ilk – you're still guiding your Pikmin towards an important thingamijig (in this case, parts of the Captain's shattered spaceship), and giving them orders that'll see them past the hostile locals alive. The important thing is that *Pikmin* also plays just as well as its 'grown-up' PC siblings – which is no mean feat considering strategy titles for those hulking cream boxes rely so heavily on fancy keyboards, mice, joysticks and the like.

No doubt certain grumpy folk will dismiss *Pikmin* as 'a kid's game'. What they won't realise is that a good dollop of *Pikmin*'s appeal comes from the loveability of those red, yellow and blue aliens. There's something about the way they scamper after you on their little legs, their arms stuck out at right-angles, the leaves and flowers on their heads bobbing up and down, that's just irresistible. And their never-ending *loyalty* – they'll do your bidding even after watching you sacrifice 57 of their brothers to a mutant Pikmin-eating ladybird – means you can't help but bond with them. As a result, we've seen grown adults chatting away to the Pikmin mid-game, cooing sympathetically every time one of the little fellas loses his way, half-drowns or lands flat on his face after tripping up on a rock. You actually *care* about your Pikmin. Shigeru Miyamoto's bizarre statement on Gamecube's aims – "the player enjoying the feeling of actually touching the world created by the software" – suddenly doesn't seem quite so ridiculous.

Pikmin sticks

So, *Pikmin*, while being full of undersized creatures, most certainly

THE BIG GUYS

Pikmin's common-or-garden deformed ladybirds have nothing on the 'bosses' that pop up from time to time.

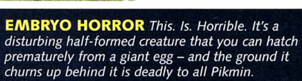


1

BOSS BEETLE *This guy's tough black shell is invulnerable to all Pikmin advances – but there is a way to force him to open his wings, exposing the vulnerable red flesh beneath. Get chomping!*



2



EMBRYO HORROR *This. Is. Horrible. It's a disturbing half-formed creature that you can hatch prematurely from a giant egg – and the ground it churns up behind it is deadly to all Pikmin.*



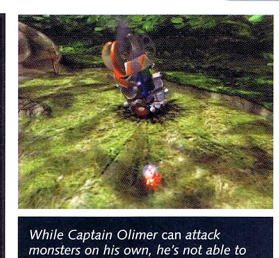
3

BIG BIRDS *Three of these are crammed into a small space on the second map. They emerge from the ground head-first – time it right and you can land Pikmin on their feathery heads.*



4

METAL SPIDER *Not as tough as he looks. The legs can crush Pikmin quicker than you can say 'arachnophobia', but throw a few red fellas onto his low belly and he'll be dead in seconds.*

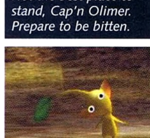


While Captain Olimer can attack monsters on his own, he's not able to pick items up or even reach high ground. For that, you'll need the Pikmin.

CHALLENGE MODE

The challenge mode is simple, but brilliant. Over the course of one day, the aim is simply to battle against the clock to grow as many Pikmin as possible. For the early adopters out there, we've managed a best total of 173 on the first map (Shipwreck Site) and 191 on the second (Forest of Hope). Can you beat us?

Not the best place to stand, Cap'n Olimer. Prepare to be bitten.





The R and Z buttons allows you to zoom in on your Pikmin, or pan all the way out for a bird's-eye view of the action.

isn't just for the little ones. And if your next criticism is that the game's stupidly simple controls (you're largely just using the two sticks, A and X, because the Pikmin will work out themselves whether what they're chucked at should be attacked or dragged back to base) make for a stupidly simple game, prepare to be proved wrong again. There's a rich seam of tactics to be exploited in *Pikmin*.

Most of the strategies are fairly obvious, age-old RTS procedures – you can leave one group of Pikmin headbutting a wall while another batch attacks a nearby monster, for example, or accompany solo 'scouts' into new territory to avoid losing 100 Pikmin to a surprise spidery ambush. But many other tactics are unique ones that *you'll* invent, a by-product of *Pikmin's* flawless design and keenness for you to experiment. On one level, we ran circles around a giant black beetle with Olimer, while – tee hee! – a group of Pikmin snuck off with a ship part behind him. On another, we killed a giant bird with red Pikmin – but carried back the treasure it guarded with *blue* aliens, because they could take a handy shortcut across the water.

By keeping your brain on the go, and plunging you into deep love for those little aliens, *Pikmin* generates a

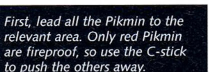


To this day, we still haven't figured out how to deal with this ruthless gelatinous beastie. Grrr.

LET'S WORK TOGETHER

The odd *Pikmin* puzzle requires you to use the specialities of all the Pikmin.





First, lead all the Pikmin to the relevant area. Only red Pikmin are fireproof, so use the C-stick to push the others away.



The ship part is on a ledge up top, and only yellow Pikmin can be chucked that high. You'll need 15 to shift it.



Next job: a blue Pikmin or two will bash open an underwater spring, which Olimer can use to reach his yellows.



Now you can chuck your yellow buddies up to the next level. After much heaving and ho-ing, the ship part's down.



Don't let the yellows try to drag it all the way back to base – those flames from earlier will fry them. Swap to reds instead.



TROOPING THE COLOUR

Press X and your Pikmin will stop traipsing after you and stand idle – but, handily, they'll also separate into three colour groups so you can pick and choose your team. Trouble is, if you press X anywhere near an object or enemy, they'll ignore your order to stand still, instead swarming all over it and running back to base. Idiots!



That's one heck of an egg on the left there. Chuck a few blue Pikmin at the shell and a grotesque beastie will hatch out and start gobbling your buddies. Urgh!





Pikmin can be poisoned by the mushroom above.





genuine feeling of trepidation with every trip you make into uncharted territory. But that's also thanks to the stunning maps. You can see for yourself just how eye-rubbingly gorgeous they look from screenshots, recreating real-life environments and the shifting light of morning, afternoon and evening in near-photographic detail, and, with the camera fully zoomed out, looking for all the world like a video of a forest floor or a mediterranean bay.

But the *real* stunner is the sense of scale. Using the same trick as movies such as Honey, I Shrunk The Kids, *Pikmin* gives you the novelty of witnessing an ant's-eye view of tiny fragments of real-life worlds, blowing up familiar environments to epic proportions. Tree trunks and leaves tower over your tiny spaceman, small stones become insurpassable mountains – it's a device that makes every level seem that much more massive.

All veg and no meat

And it's a good thing, too, because there are just *four* worlds proper in *Pikmin*. Granted, they're fairly packed – most maps are hiding at least eight spacecraft pieces, and eight individual 'missions' that involve smashing down walls, beating up monsters and hauling the various ship parts you find back to base camp.

But as it's easily possible to retrieve two or three ship bits in just one of the game's 15-minute 'days', there isn't all that much actual game to *Pikmin* at all. And this is where the problems begin. Finishing *Pikmin* the first time around will take around 14 hours – and while that's not an issue in itself (because it's such a brilliant experience throughout), what *is* galling is the feeling that Nintendo are only just beginning to tap into the game's full potential. Just as *Pikmin* reaches its peak, with a unique final level that combines a brilliant mix of puzzles, co-operating Pikmin, and a stunningly-animated boss, it's all over. You're left sitting there wondering what could have been if Nintendo had taken it further, experimented with different Pikmin, extra levels, and more varied missions. This game just doesn't feel *complete*.

It's on the second and third plays that *Pikmin*'s simplification of all things RTS begins to backfire. Having to wander over to Pikmin to guide them around might make things easier to begin with, but when you've memorised the level layouts and are trying to play for speed, the limited controls are frustratingly restrictive. Being forced to trek all the way back

SO LONG, FAREWELL

After you've collected the third ship part – a rotating satellite dish – there's never any danger of losing Pikmin, because from then on you can access a handy map of the entire level showing where everything, even ship parts, is located. Of course, that won't stop your little friends finding new ways to die horribly at every turn – and you're forced to watch their little Pikmin spirits floating off into the afterlife after every death. Sniffle.

That's the satellite dish on the left there – and you can see the map it generates on the right. You can zoom in and out at will – lovely.

No need to panic – roaring flames don't bother red Pikmin in the slightest.

This eye-pleasing grassy maze represents one of Pikmin's more puzzly moments.

That's the end of Mr Spider, then. He'll drop at least four capsules – drag them all back to base to breed more Pikmin.



With 100 Pikmin working away on that log bridge, it'll be touching the other side in no time. Nice work, little fellas.

through a level to give fresh orders to Pikmin who've completed a task and are now just standing around waiting for something to happen is downright tiresome.

What we wouldn't give for an advanced set of controls for experienced *Pikmin* players, allowing you to yell out orders from afar. Without that, *Pikmin* just doesn't have the richness or depth of play that older Nintendo games have in spades. GBA's *Advance Wars* – which gently introduces newcomers to real-time strategy without making experienced warmongers scream out loud in frustration – managed it beautifully. Why can't *Pikmin*?

While it lasts, *Pikmin* is still a brilliant, brilliant game. It works wonders with the Gamecube's hardware, boasts some of videogaming's finest visuals and animation, and, after prolonged play, will have you seeing Pikmin everywhere you look. But, like its stablemate *Luigi's Mansion*, it's a haunting sign that Nintendo just aren't making games the same way they used to.

MARK GREEN

PIKMIN



- A strategy game on a console – and it works!
- Superb animation
- The Pikmin and monsters are bulging with character.



- Not enough maps.
- Not enough game.
- Not enough puzzly elements.
- Not enough anything.

IF YOU LIKE THIS...

C&C 64
Nintendo
NGC/32 75%
Creaky RTS that works better on PC.





9 VISUALS

Glorious environments are one thing, but the character animation is the real eye-opener.



4 SOUNDS

The plinky-plonk piano and out-of-tune guitars are a tad 'experimental' for our tastes.



8 MASTERY

No other console could bring over 100 intelligent creatures to life on-screen.



5 LIFESPAN

Around 14 hours, and the game's simplicity makes repeated play something of a chore.

VERDICT

A brilliant reworking of RTS. But never has a game felt more like it's there to pave the way for a sequel.

86



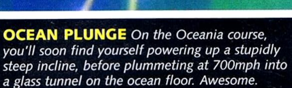
EXTREME G3

The N64's best future racer is back – and it's no easy rider.

XG THRILL SEEKING

On more than one occasion, you'll find yourself clutching the joypad and gritting your teeth while your knuckles threaten to implode. Here's a rundown of our fave moments…

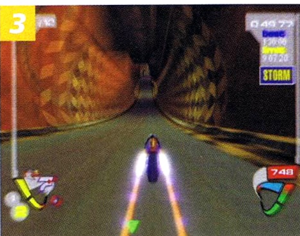




OCEAN PLUNGE *On the Oceania course, you'll soon find yourself powering up a stupidly steep incline, before plummeting at 700mph into a glass tunnel on the ocean floor. Awesome.*



CROSSROADS *In the forests of Pasiphae 6 there's a section of track laid out in figures-of-eight. Hit this section in a pack and you'll find yourself being cut up left, right and centre.*



SOUND BARRIER *Find a length of track, preferably a downhill section such as the canyon plunge on Siris, and boost from the top down. At 750mph the screen warps as you speed away.*



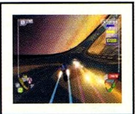
CITY ECLIPSE *Megalopis 7 is a beautiful track but on one section it shines. Halfway through the race you'll come towards a steep ascent. To the right is the eclipsed sun shining in the distance.*



WASTING THE ENEMY *Buy yourself a rail gun and charge it up. After two well-placed hits you can mercilessly vaporise the other riders and streak ahead.*

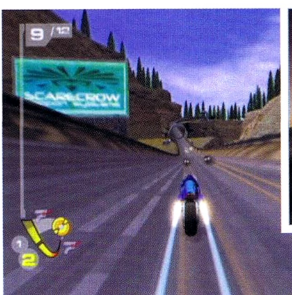


PACK FIGHTING *One of the best things about XG3 is the enemy AI – they do anything to stop you getting away. More than once we were engaged in vicious five-bike skirmishes.*



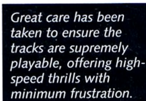
BEHAVE YOURSELVES

While the bikes themselves handle similarly to each other, the teams and riders behave very differently. While some will just concentrate on racing, others will be vying for your blood – especially if you shoot at them. However, when you reach the later stages, it's difficult to tell the difference as they all sap your shield with constant gunfire and all boost past you every time you manage to overtake them. It makes the Mario Kart cheats seem a pushover. Sigh.





The final Pion 6 track is fantastic, with multiple demanding routes and stunning Egyptian scenery.



Great care has been taken to ensure the tracks are supremely playable, offering high-speed thrills with minimum frustration.





In 1997 Acclaim unleashed Extreme G, a futuristic bike-rider that was undoubtedly the fastest, most brain-violating racer that ever compelled you to put thumb to analogue. Now, four years down the line, they've upped the stakes, the intensity and, naturally, the pace…

XG3's front end is everything you'd expect from a futuristic racing game. The pumping dance music is there, as is the mouthwatering intro and the crisply designed menu screens complete with nonsensical arty symbols. It may not be up to the standards of the Designers' Republic, but so what? It looks sweet and exudes the kind of confidence that you'll soon discover imbues the title as a whole.

From the starting screen, you have three main playable options available – Career, Team Career and Arcade. The latter can't be used until you eventually unlock all the tracks you've played through in Career mode, so it's here that any *XG3* beginner will need to send themselves. Start your career, then, and you're faced with a choice of teams, each with two riders. Other than the fact that whoever you choose won't be racing against you, this really makes little difference as one bike handles pretty much the same as the next. From here you're then presented with another menu from which you can enter time trials, go shopping for upgrades for your bike, or, more importantly, start racing – and it's here that everything kicks off.

The Career mode is split up into four leagues. The first three contain three tracks each, while the fourth only has one. For each league you need to rack up the requisite amount of cash by winning or placing highly in the races. Once you've earned enough dough you have the option of spending your cash on weapons, engine upgrades or shield and ammo boosts before moving on to the next set of tougher, more demanding tracks. Once you've succeeded in trouncing the opposition you then move up an engine class (there are four in total), substantially increasing your speed, so that you can tackle the same tracks again. Only this time they're far tougher. Once you've played through each track, it's unlocked for use in the Arcade mode (which includes multiplay) and the Time Trial. So, there you have the bare bones of the game's structure. It's hardly groundbreaking – but believe us, after your first race you'll be utterly hooked. Here's why.

Start your engines

The first thing you'll notice about *XG3* is that it's *much* more accessible than its predecessors. The first engine class is

MAPS TO MAKE YOUR MOUTH WATER



MUON HARBOUR
The Indy 500 of the bunch, this oval track is a great opener. Suspended high above the waters surrounding a small city, it's a great opportunity to get to grips with the controls and weapons.



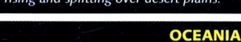
VERDIGRAND
Lush woodland gives way to open plains and wind turbines. The track then carves through cliffs and plunges into cavernous tunnels, to emerge over a stunning suspension bridge.



CRYSTALIA
The snowy weather sweeps over glaciers leading up to small industrial outposts. This race takes you through icy canyons, beautiful crystal archways and overhanging cliffs.



ATRADATOSHI
The first city-based track has a Blade Runner-esque feel to it. Intense from the offset, towering skyscrapers and neon light the way as you pelt through a volatile power plant.



SIRIS CANYON
A blood-red sky lights up the insane rollercoaster track that towers above you. Expect vertical descents into deep canyons before rising and splitting over desert plains.



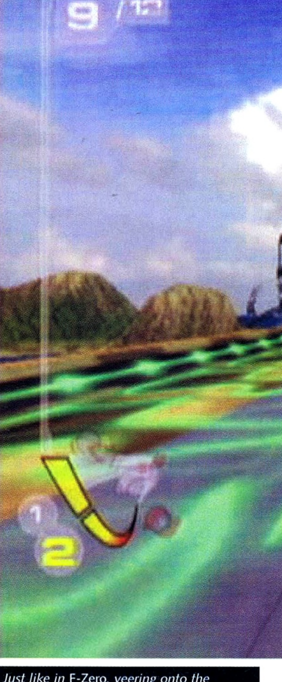
OCEANIA
One of our favourites this. Situated over small islands, this track has plenty to keep you on your toes, with glass tunnels and multiple undulating routes past giant metallic towers.



TUNDARIA
Racing through this military installation, you'll burn through twisting grassland tracks, under huge stone arches and past massive gun batteries and towering missile silos.



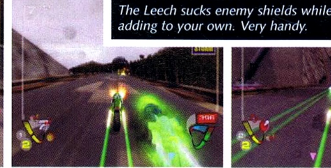
MEGALOPIS 7
Another sprawling, neon-lit cityscape for you to risk your neck on. Hovercars soar overhead and a massive statue looms over the track, while searchlights probe the sky. Sweet.



Just like in F-Zero, veering onto the trackside pit lane recharges your shields.







The Leech sucks enemy shields while adding to your own. Very handy.







Here's the EMP in action. Using this disables your enemies' weapons.



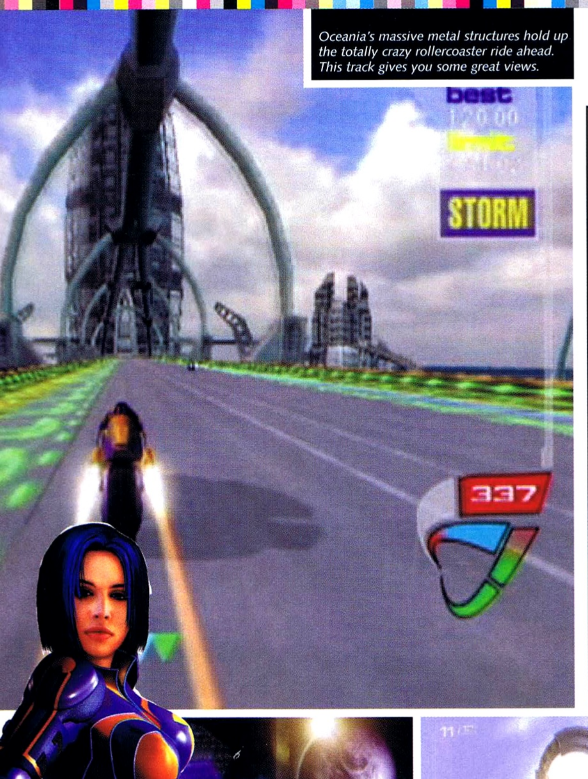
actually fairly straightforward, and despite the fact that your bike still shifts at a jaw-dropping rate of knots you won't find yourself smacking into the side of the track every few seconds – something that *Extreme G* players found to be initially problematic. Instead, thanks to the wider concave tracks and the relatively tame nature of the early opposition, you can spend your time getting used to the finely tuned controls – and get used to them you will. We have yet to encounter a game that's so well suited to the Gamecube's pad design. So much so that after your first few races, the pad almost becomes an extension of your hand, with the button layout offering instinctive and superbly tight command of your chosen vehicle.

After working through the first engine class, the game takes on a decidedly more vicious tone as the opposition begin to acquire more and more high-tech weaponry to mess you up with. Believe us, they don't let you pass easily. And if they're shot or overtaken, they will, without fail, try to bring you down either by boosting past, or by offloading a steady stream of cannon fire into your exhaust. Moreover, you have to be careful of who you attack. The CPU racers will remember if you've given them a particularly hard time, and as a result they'll concentrate their firepower on your bike the next time you meet. Thankfully, though, you can purchase weapons of your own, all of which drain power from your ammo bank. Whether you're using cannons, missiles or mines, they all use up the same amount of energy. On the other hand, you also have your afterburners which drain power from your shields. Both energy reserves can be restocked via some handy trackside pit lanes.

So not only do you have to concentrate on the totally insane tracks with their twists and loops, but you also have to be extremely mindful of how you manage your valuable energy reserves. Do you use your boost like a mad thing and try to streak past the opposition to get some breathing space? Do you hang back and waste them with your newly acquired rail gun before making a final dash, or do you steadily use both and try to survive the nasty pack fights with enough power for the last straight? These are the kind of tactics that need to be considered, but either way, you'll have some serious fun while you figure out what's best for each track.

Sweet as a wing nut

For all *XG3*'s accessibility it does have it's hidden depths – the tactics you choose for your race and the manner in which you

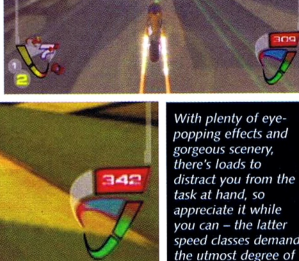


Oceania's massive metal structures hold up the totally crazy rollercoaster ride ahead. This track gives you some great views.



F-ZERO VS WIPEOUT

As is always the case with any future racer, you're going to get the inevitable comparison with Wipeout. But when it comes down to it, the course design is far more reminiscent of Nintendo's F-Zero X, with its loops, twists and guttered, curved track surfaces. It even employs the same boost-shield setup as well as the pit-lane strips to recharge. The main difference, of course, is the ability to use weapons, and the awesome scenery.



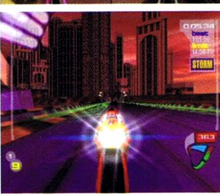
With plenty of eye-popping effects and gorgeous scenery, there's loads to distract you from the task at hand, so appreciate it while you can – the latter speed classes demand the utmost degree of concentration.



NEW WAYS TO PLAY









No racer would be complete without a variety of modes and a multiplayer to get stuck into. Extreme G3 doesn't disappoint in the slightest. Far and away the most impressive on offer has to be the Arcade Mode's four-player split screen mode as it runs incredibly smoothly – which is no mean feat considering the amount going on on-screen. Add a superb two-player team race and a very innovative Time Trial (where you have to bet cash on your ability to beat the top time) and you're looking at a blistering high-speed racer that will demand a great deal of your, and your mates', free time. Excellent.

choose to approach the game. But despite all this, you can't help but wish that a little more could have been added to the experience. One thing we loved about the first game in particular was the variation in the bikes' handling. There was nothing we enjoyed more in the original than progressing from light and nimble bikes to ultra-heavy monsters. This time, though, the bikes are pretty much the same, which means that persistent and skilful riders won't have another machine to hone their talents on. A few more tracks would have come in handy, too – mainly because all the existing ones are so visually stunning and supremely enjoyable, you can't help but crave just another couple to tear your way around.

These are minor quibbles though, because *XG3* still proves itself to be a finely crafted racer. You can't help but be quietly impressed by its speed, its stunning scenery, and its incredibly well-designed tracks. So often with superfast racers, the experience is dampened by the fact that you're always battling against nasty corners and fiddly handling. In *XG3*'s case, it offers a high-octane fix that is wonderfully controllable, allowing you plenty of time to properly enjoy the experience without stacking it into oncoming barriers or unnegotiable hairpins – and it's for this reason that we love it.

Whether you're just after a quick multiplayer blast, craving a few minutes of intense speed, or looking to invest a few hours in the career mode, *XG3* will fully satisfy your needs.

Acclaim's racer then, is definitely more than worthy of your consideration when you pick out your US launch titles. The style, solidity and accessibility of the game won't fail to bring a smile to your face and, in our case, has made us all too eager to see what they can do for the fourth instalment. Very promising stuff indeed.

GERAINT EVANS

EXTREME G3



- So slick you won't believe your eyes.
- Superbly designed and detailed tracks.
- Innovative range of weapons and modes.



- Can often be frustratingly tricky.
- Can feel a little soulless at times.
- No diversity in bike physics and handling.

IF YOU LIKE THIS...

Extreme G
Acclaim
N64/9 87%
Impressive ultra-fast prequel. Fantastic stuff.




8 VISUALS
Confident and solid. Some sweet front-end design, and speed to make your eyes water.



8 SOUNDS
Courtesy of the Ministry of Sound: trance, breakbeats and techno to get your pulse racing.



8 MASTERY
Acclaim have taken to the Cube like a duck to water, offering high detail at a slick 60 fps.



8 LIFESPAN
You'll beat it in a month, but it's so gorgeous you'll revisit it for the high-octane fix.

VERDICT

Fast, addictive and challenging: fantastic use of Gamecube's power.


85

Crazy Taxi is only available in the US. If you want to get hold of a copy, ring CA Games on 0141 334 3901.

MONEY EARNED *Rack up $5,000 and you get to see the credits. Then do it again. Wowee!*

FARE *How much you'll get if you make it. Longer journeys earn more moolah. Duh…*

TIME REMAINING *Get this joker to his destination in time or he'll jump out without paying…*

BONUS *Come close to traffic, do jumps or Crazy Drifts and you earn tips. Handy.*

GEAR INDICATOR *You pull off special moves by shifting into reverse, then drive again. Odd.*

DESTINATION INDICATOR *There are plenty of charming places to visit, from Pizza Hut to the church.*

PASSENGER *Always giving you the verbals if you come too close to other traffic.*

DROP-OFF *Stopping dead within the highlighted area isn't as easy as you'd think.*







From A to B with a whole heap of crayzee…

INFO BURST

CRAZY TAXI

DEVELOPER:	Acclaim
PUBLISHER:	Sega
PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

US	UK	Japan
Now	Spring	TBA

COST: $50

OUT OF YOUR BOX

The challenge mode called Crazy Box is, well, challenging. Observe its craziness.



CRAZY JUMP Shift into Reverse, then Drive, then quickly accelerate to get sufficient boost to clear 150m. Strangely addictive – you'll keep coming back.



CRAZY FLAG Use the Crazy Dash to turn round quickly enough to reach the flag on time. It's an invaluable skill for the main game. Fun, but very easy.



CRAZY TURN Now it starts getting tricky. You have to master the Crazy Drift and Crazy Dash manoeuvres to make it round the long corners in the strict time limit.



CRAZY JAM The most fun of the lot. Plough through heavy traffic both from the sides and oncoming. Plenty of dashing and dodging skills needed here.



The drivers' voice acting is, well, "enthusiastic".

Yeehaw! Now that's the skill it takes to park in Bath on a Saturday.

The level design skilfully ensures plenty of 'wacky' moments of high-flying car-crashing. Nicely.

I BIKE IT

Get all the way through Crazy Box mode and you'll be rewarded with a new vehicle to play around with. Yup, it's a rickshaw. You can now pedal around at manic speeds (faster than a taxi, even), with more manoeuvrability and a natty bell instead of a horn. Now you can overturn buses in style.

Of all the Dreamcast titles that had N64 owners turning avocado with envy, Crazy Taxi has to rank up there with the likes of Shenmue. Yet, due to an oddly beneficent twist of fate, we can now enjoy it on the lovely, lovely Gamecube. So the question now is, where to, guv?

If ever a game stayed true to its arcade origins, it'd have to be Acclaim's Gamecube version of Sega's *Crazy Taxi*. Unless you possess godly cabbie skills, a game on this is only ever likely to last you around ten minutes at a time.

Works like a charm

Sounds dump, doesn't it? Well, no. Those ten minutes are extremely good fun, and an exercise in how to sustain sheer enjoyment and thrills over the entire duration. You choose one of four 'wacky', 'zany' or downright 'ker-ayzee' drivers and take to streets that faintly resemble San Francisco, with the aim of making as much cash as possible in a very short time. No sitting around in front of the train station or queueing outside nightclubs at closing time. You can't afford to be too choosy about whom you pick up, since the clock is ticking like a deathwatch beetle. You use the right analogue trigger to accelerate, then the left one to grind to a halt inside a circle that surrounds a potential customer. These customers have



Yes, you can stop and leer at the ladies on the beach. Muppet.

Steaming through a shopping arcade. Unorthodox, eh?

BEEP BEEP!

As the discombobulated pedestrians of Bath will testify, there's nothing quite like driving around at top speeds honking your horn. Which is why Crazy Taxi gives you a parping tooter to get folk out of the way with. In other games this has a noticeable effect, but strangely not Crazy Taxi. So we just make our presence known with a roaring engine and the squelching of tardy pedestrians.

MAP HIGHLIGHTS

The Arcade map is the first, and, according to some, the best track. Strangely, the Original track is the one designed for consoles. It's more open-plan and complex. So here, in six nutshell-sized parcels, are the fun bits of both, see?



Near the start of the Arcade level there's a long series of downhill jaunts. It's a bit like San Francisco, complete with trams to jump over. Or indeed land on.



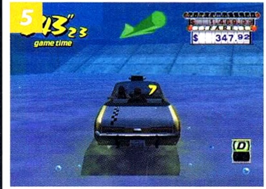
The healthy spirit of exploration will lead you inevitably to this car park. They've even given you a handy ramp at the edge so you can escape. Bless.



You'll get onto the freeway with one of your longer fares on Arcade. It's rather entertaining reaching top speed, dodging buses and trucks all the while.



Then, of course, there's a fully-working train system in Original, complete with underground stations and traffic crossing points. No delays, sadly.



Glub, glub, glub indeed. We had Carmageddon flashbacks upon hitting the drink in Original. You don't drown, and there are ramps to get out with.



Take a trip Downtown in Original and you're bound to stumble on the flyover. We haven't found a use for it, but it's as much fun as celebrity mudwrestling.

a colour that indicates how far away their destination is, and correspondingly how much money they'll give you if you make it in time. Quicker, easier red customers can sometimes allow you to get there fast enough to earn more time, but they don't give you as much cash as a cross-town green fare. So an element of strategy comes in – the Arcade map, for example, forms something resembling a lap, so you can plot a route round it many times. There's also the console-only Original map, which is of a more open and sprawling nature.

In the box

And that's to say nothing of Crazy Box mode, where you're set the task of mastering some special moves in order to get to your destination speedily. These consist of performing an enormous jump, weaving in and out of traffic, or swooshing round huge turns. When you've mastered the techniques (which isn't easy), they'll really improve your game, though it's perfectly possible to get a very good score without even knowing what a Crazy Drift is. They're mildly diverting, but the only one you're ever likely to come back to is the Crazy Jump, where it can be pretty entertaining to try to beat your own best distances.

Physics is phun!

As a silly arcade game (in the best sense of the word), *Crazy Taxi* features some decidedly 'crazy' physics of the kind that would have Newton weeping. Smack into a bus at high speed, and it'll shunt back a bit and you'll bounce away, unless you hit it at the correct angle to flip the blighter over. And that's quite satisfying. Which means you get to experience the rare thrill of slamming through a packed shopping arcade on your way to the hospital with a heavily pregnant woman screaming in your ear for you to go faster. Simple pleasures, eh?

Your choice of driver may not seem to have a huge effect on the handling, but you'll soon appreciate the nuances. Axel, the green-haired skate-punk poster boy of the game, is the default driver and extremely easy for the beginner to pick up. However, he doesn't quite manage to reach the alarmingly high speeds of someone like hard-pumping wide-grinning B-Boy B.D. Joe. But of course, there's the inevitable trade-off. Speedy Gena can't handle hitting other vehicles (which happens a lot, no matter how good you are – sometimes it can even be a boon), whereas B.D. Joe is in a spot of bother if you have to take him offroad at all. Which you almost certainly will, if not intentionally.

The thing you'll notice most about the handling is the way you can smash into stuff and just keep going, if at a slightly different angle. This means the action never grinds down into a horrible episode of you wrestling with the controller and having a hissy tantrum.

Staying a-drive

Well, except that *does* happen if you attempt to go



Hurry it up! I'm due across town in ten seconds!

There's a lot of nice attention to detail to stare at if you take the time out to look.

The detail on the car on the right is better than you'd see on other formats, but it still isn't revolutionary…





SEE THE DIFFERENCE

If you really have too much time and money on your hands, place the Dreamcast, PS2 and Gamecube (and forthcoming Xbox) versions of Crazy Taxi side by side. The cars are a little more detailed in the Gamecube version and the action doesn't chug at all, ever. But that's really about it. All Sega's fault – they won't let coders tinker too much with the original.

TIME TO PLAY

ARCADE





After a couple of goes on the arcade rules, you'll be wanting to have a leisurely pootle around the city to scope out some potentially lucrative routes. In steps the opportunity to work for three, five or ten minutes. You don't get any time bonus for delivering passengers in a timely fashion, but you do get the chance to play around. Annoyingly, however, it'll tell you to start picking up passengers up after only a minute or so of relaxing cruising. Bah!

through a lamppost or similar permanently installed object. You hit B to switch into reverse, then A to get back to going forwards. Simple and effective, but it'll take a few minutes to get used to the DC-style acceleration on the analogue triggers.

You'll also find yourself starting to learn the layout of the cities, which is something of a mixed blessing. You'll discover that the large arrow, which intelligently displays not where your fare is but the best direction to take, can sometimes be misleading. This particularly happens when you're on a series of parallel streets on a hill – it's not hard at all to accidentally head up the wrong one. Also, after a few goes, you'll start to tire of heading to the same locations – the beach, the heliport, Pizza Hut, the church, the Original Levi's Store and so on. And that's the problem. Once you've enjoyed the excellent credits, where your finest moments are replayed to you in cutscene form in slow motion with some lovely blurring, that's it. And it'll only take a handful of goes to get that down pat. And if the Crazy Box mode doesn't tickle your taxi, you'll be hard pressed to think of anything else to do.

So, like some of Nintendo's own titles, we'd recommend *Crazy Taxi*, but with one rather serious proviso – don't expect it to keep you warm through those long winter nights, but treat it like a leftover piece of turkey. Just keep coming back every couple of days for a little spot of *Crazy Taxi*, just for jollies while you're struggling through something more substantial, if you see what we mean. That said, we're pretty sure that *Crazy Taxi* will occupy a special place in the hearts of many gamers, as it's the kind of thing that you'll find will really occupy your thoughts as you try to perfect your routes and techniques.

But…

Alas, the niggles, always the niggles. Technically, *Crazy Taxi* should be impressing us visually and in terms of size and features far more than it already does. But there are several complex reasons for this – suffice it to say that the full potential of the game will be unleashed in the sequel. Which is something of a shame, since if Acclaim had been able to really go to town on *Crazy Taxi*, it could have been a far more beautiful thing all round. Not that we're ungrateful, it's just that it's sad to see wasted potential. Mind you, if this is what you get with 'wasted potential', then we can't wait for the more accomplished stuff. *Crazy Taxi* is far too much fun than is good for you, and a worthy investment for those who fancy a quick spin round the lethal streets of a goshdarn crazy city. If you derive intense pleasure from playing chess, you'd be much better off with something else. For the rest of the fun-loving human race, this is seriously worth considering.

ALAN MADDRELL



CRAZY TAXI

+

- Crrrrazy! Good, clean simple fun.
- You'll be coming back again and again for just a little bit more.



–

- Not really enough of an improvement on other formats.
- After getting an S-licence on each track there's not a lot more left to do.

IF YOU LIKE THIS...

Destruction Derby
Nintendo
NGC/36 65%
Simple car-smashing fun. Somewhat flawed, but still enjoyable.



7 VISUALS

A slight improvement on other versions, but still nowhere near what Gamecube is capable of.



7 SOUNDS

A host of entertaining punters marred by the sounds of the Offspring. Could do better.



7 MASTERY

The stick works beautifully and it's plenty of fun, but the machine could do a lot more.



8 LIFESPAN

The Crazy Box mode will take a little while, and the main modes are fun enough to last a bit.

VERDICT

Like its arcade original, it's massive fun but not tremendously deep.



81


Sunny Delight
Sunny Delight
Sunny Delight
Makes your mouth go mental

LAST 5

NGC MAGAZINE presents planet

GAME BOY

...S, REVIEWS AND TIPS FOR YOUR GAME BOY ...DVANCE, POCKET, CAMERA AND PRINTER



REVIEWED THIS ISSUE!

GRADIUS





page 57

More retro blasting action courtesy of Konami. Full review of this beauty inside.

RESIDENT EVIL



page 58

The survival horror finally arrives on GBC. Could this be a last-ditch classic?





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- Capcom's classic RPG *Breath of Fire* reviewed!
- *Warlocked*'s sequel revealed – details inside!
- Win copies of *every* new BAM release!
- Tips for the newest GBA titles!



ISSUE 38 January 2002

Welcome to Planet Game Boy

If there's one thing guaranteed to bring the faintest smile to our miserable, gurning visages it's the promise of mountain upon gently steaming mountain of quality gaming software. After looking back at everything Game Boy Advance has offered us since its release this year, you can't help but be impressed. Okay, so there's plenty of rubbish out there – which is inevitable – but ever since its release, GBA has been host to some fantastic games month in, month out.

More to the point, in each and every genre, Nintendo's handheld has at least one title that represents a superbly enjoyable example. Between *Wario*, *Mario Kart*, *Tony Hawk's*, *Street Fighter* and *Doom* it's difficult *not* to find anything that takes your fancy. The only area in which GBA is lacking so far is RPGs, but that looks set to be rectified by the awesome *Golden Sun*. In fact it's very difficult to think of any console that has achieved this status in such a short space of time. So if you've managed to blag a GBA for Christmas then things couldn't be better.

With an already superb catalogue of games under its belt, more due on the horizon, and the emergence of some extremely innovative hardware (such as the TV adaptor) 2002 should prove to be a great year for GBA. And with Treasure set to enter the fold with their own particular brand of quirky 2D gaming, the future's looking very bright indeed.

Geraint Evans, Editor

planet GAME BOY
Planet Game Boy, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW
January 2002
Editor: Geraint Evans
Contributors: Mark Green, Alan Maddrell, Dan Geary, Paul Edwards, Kai Wood

GBA THROUGH YOUR TV

We were hoping this might happen eventually, but it looks like the option of playing GBA through your television set may be available sooner than we imagined.

Currently in development by Gameshark and Q-Mark is a device that slips on to the back of your GBA and allows you to plug it into your telly via composite cables – those red, white and yellow leads – or S-Video. Unfortunately, neither of the devices' creators were willing to disclose exactly how this actually works.

Still, from what we've seen so far, it's shaping up to be quite an impressive add-on that lets you play your GBA's games in their intended resolution, or a slightly more pixelated full-screen mode. What's more, you can still use your old GBC carts on it too. This is great news for fans of the GBA's darker-hued games such as *Castlevania*, as for once you'll be able to actually see what's going on. The only other title we think will benefit significantly from this new technology is Rare's *Diddy Kong Racing*, as the tilt feature used to pilot your plane seems nigh-on impossible to use without losing sight of where you're racing.

It's almost certain that the TV adaptor will make it to the UK, so we'll do everything in our power to track one down for a hands-on test.

Our mock-up of what GBA on TV might look like. It'd certainly make Castlevania easier.

E BY GUM

Just a quickie to let you know that Nintendo's long-awaited E-Card Reader will be hitting stores in Japan on December 1st.

As well as the Pokémon E-Cards announced last year, Nintendo have also confirmed that they'll be releasing their classic Game and Watch series of games for the device, as well as special *Mario Party* cards. Despite not possessing specific dates for US and UK audiences, we're going to pick one up from Japan anyway, just as soon as it hits the shelves there. We'll hopefully have a full feature on this – and more – in next month's Planet Game Boy.



It has come to our attention that Treasure have a number of undisclosed GBA titles in the works. Responsible for a string of obscure, yet utterly fantastic games such as *Gunstar Heroes*, *Radiant Silvergun*, and more recently *Sin and Punishment*, it safe to say these ex-Konami developers have never made a poor game. The mind boggles as to what they're up to, but whatever it is, it'll inevitably be superb.

As if that wasn't enough, Game Arts – who were behind the stunning *Grandia* RPG series – are porting the *Lunar: Silver Star Story* to GBA, which enjoyed a great deal of success on Saturn and PS.

Lastly, Destination Software, the guys behind EA's handheld sports sims, have announced that they'll be bringing versions of *Medal of Honor* and the excellent *Baldur's Gate* to GBA. Tops.





Could retro two-player blasting be on the cards from Treasure? We hope so.



FREE GAME GIVEAWAY

Courtesy of BAM Entertainment, we have two copies of *Power Puff Girls: Mojo A Go Go*, *Dexter's Laboratory*, *Ecks vs Sever* and *Driven* to send to the first pair of lucky punters whose correct answer to this question we pull out of the hat:

Who stars in the racing movie Driven?

a) Sylvester Stallone
b) Bugsy Malone
c) Sharon Stone

Send your answers to:

BAM! Compo
NGC Magazine
Future Publishing
30 Monmouth St
Bath
BA1 2BW

Usual rules apply. The first two correct entries will walk away with the goods. All entries must reach us by the 31st of January – so you haven't got long. Best get to it then, eh?



From what we've seen so far, this is looking great.

JET SKI SPREE

If you're hankering for a bit of *Wave Race* action but have no way of getting your hands on a 'Cube right now, then this could well be what you're after.

Developed by the talented folk at Bits Studios, *Jet Riders* will feature superbly realistic real-time water effects, as well as intricately animated jet skis and riders to make the racing feel as authentic as possible.

Spread over three locations, with seven courses in each, you'll have to get to grips with opposition riders as well as a myriad of top stunts. Naturally, Bits Studios have included an excellent four-player mode complete with a single-cart link. Gawd bless 'em.



With a multiplayer that rivals Micro Machines, this'll be well worth it.



The first was fantastic, so we're expecting great things this time round.

RTS MAGIC

Remember *Warlocked* for the GBC? Well you should do – it was so good we awarded it a whopping five stars way back in NGC/48. So you won't be surprised to hear that we've been chomping at the bit to get our thumbs around the sequel, *Wizards*.

Just like the first instalment, *Wizards* will be a real-time strategy extravaganza featuring plenty of individually skilled units such as warriors, monsters, and, of course, wizards to recruit your armies from. In order to succeed you'll need to – you guessed it – gather together raw materials to build bases and amass an attacking force, before overcoming your enemy.

Thanks to the GBA's improved hardware you can expect a far more in-depth experience, with involved mission objectives, weather effects, multiple routes through the single-player experience, and a four-player option with plenty of different game modes available.

If this is anywhere near as good as the original then we're going to be in for a real treat. Lovely.

FIRST RPG IMMINENT

We've already reported on this plenty of times in the past – but now, after waiting for *Golden Sun* ever since the GBA was announced, the game's finally finished and on its way to US shores *now*. It's already had rave reviews from the Japanese games press, so we've been itching to get our hands on an English-language version.

Developed by the same team behind the magnificent 16-bit role-player *Shining Force*, *Golden Sun* promises a massive, engrossing quest, loads of characters to recruit to your party, and the ability to battle it out with your mates via the link cable. Couple this with some stunning environments, gorgeous magic effects and battle sequences, and you're looking at a sure-fire RPG hit. So you'll be pleased to hear that we've got a massive import review lined up for you next month.



Already going down a treat in Japan, this has recieved plenty of praise.



Choose from scores of international and national squads, with all your favourite overpaid ball-hoofers present and correct.

It may be a scaled-down version of the home console versions, but this is pretty accomplished stuff. With slick animation and depth of play this is worth your money, especially for the multiplayer.

MAN OF THE MATCH

We definitely weren't expecting this. After speeding through the menus to get to the game proper, whose voice should come out of the GBA's tiny speaker but the BBC's very own John Champion! Yup, *ISS* has managed to squeeze in some full, nicely detailed commentary to accompany the action – and surprisingly enough, it isn't even *that* irritating. Naturally, because of space restrictions old John-boy is prone to repeating himself, but there are enough lines of dialogue in there to keep things from getting your back up and forcing you to toggle the option off. It might be a little gimmicky, but in our opinion, it makes the experience all the better. Nice one.



INTERNATIONAL SUPERSTAR SOCCER

GBA REVIEW | From: Nintendo **Price:** £35 **Save:** On-cart **Players:** 1/2 **Single cart link-up:** No **Out:** Now

If you're looking for a decent footy sim, you can never go wrong with a piece of *ISS* – on any system. The GBA version is just as slick and entertaining as you could hope for.

Get into the game, and you're presented with the usual modes of play, from a quick friendly, where you can opt for a one-off game against a CPU team, or the far more enjoyable multiplayer matches and the inevitable International Cup competition. All the main international teams are there to be selected, as well as a comprehensive list of tactics and formations to keep you preoccupied both before and during the match. You can also cycle through various gameplans without interrupting play by using the select button, doing away with the need to enter a menu screen. But other than the chance to practise your penalty skills, there really isn't much more to it as far as options go. All the usual stats and strategy editors are there to be checked out if you so wish, but by and large everything is functional without being too OTT.

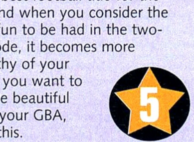
Playtesting the field

As far as the way *ISS plays* is concerned, there's no worries there either. The GBA manages to do an excellent job of emulating the chunky, well-animated players of its home console cousins, making it by far the most attractive football game on the handheld. The players boast a massive variety of animations, from cheeky backheels and bicycle kicks to diving headers and powerfull volleys. What's more, they manage to move at a fair rate, lending the game a satisfyingly intense pace. They have a wide range of manoeuvres available to them, such as quick one-twos and pinpoint crosses – all of which can be accessed via combinations of the GBA's four buttons.

Football map

This is a competent scaling down of the finest footy game franchise available – but that's not to say it isn't without its faults. Because, the players themselves are so large, and the camera is so close to the pitch, things can all too often get a little disorientating. On more than one occasion we were taking shots only to discover we were nowhere near where we thought. The map screen at the bottom does help a great deal, but when you're trying to bust through the opposition's defence with some tasty one-touch passing play, the last thing you want to be concentrating on is a tiny dotted box. You *will* get used to it, though.

ISS has once again proved itself to be the best football title for the system, and when you consider the hours of fun to be had in the two-player mode, it becomes more than worthy of your money. If you want to sample the beautiful game on your GBA, then get this.





Vinny Jones-style taunting doesn't seem to affect the CPU players much.



GRADIUS



GBA REVIEW | From: Konami **Price:** £35 **Save:** On-cart **Players:** 1 **Out:** Now



Gradius mightn't look as shiny as Phalanx, *but the simpler visuals actually make it smoother to play.*

Alongside *R-Type*, *Gradius* has always been one of the better 2D shooter franchises around, so we're more than happy to welcome it to the GBA stable. You won't need a manual – just like last month's *Phalanx* it's simply a case of scrolling from left to right, dispatching oncoming hordes of enemies through the use of your lightning reflexes and the power-ups that you acquire by blasting enemy ships – not to mention a healthy dose of old-fashioned laser-death.

The power-up system is relatively simple. By blasting the red-coloured enemies, an upgrade pod will drop allowing you to charge up your ship's 'skills' in sequence. There are four ship configurations to choose from at the start as well as a choice of forward or wrap-around shields. Apart from that it's all pretty straightforward. Negotiate the level, defeat the boss and then move on to the next stage.

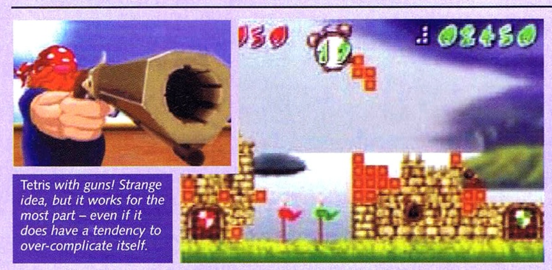
Thankfully, Konami have kept everything just the way it should be – clean, clear, and with simple visuals and tight controls. This means you should have no problem spotting enemy projectiles or hazards – thus removing any potential frustration from the game. It's this that edges *Gradius* just above *Phalanx* as the GBA's best shooter. It mightn't be as attractive, but this actually works in *Gradius*' favour. The simplified action makes it far more addictive, and while it doesn't pose quite as much of a challenge, it's still very tricky, even for the most seasoned 'twitch' gamer.



Before you start you get a choice of ship configuration which affects how your craft powers up as you go.



5



Tetris with guns! Strange idea, but it works for the most part – even if it does have a tendency to over-complicate itself.

FORTRESS



GBA REVIEW | From: Majesco **Price:** £35
Save: Password **Players:** 1-4
Single cart link-up: No **Out:** Now

Surprisingly entertaining, this one. For want of a better description, it's basically *Tetris* – with guns. You start off with a fortress entrance and a field of play next door to your enemy, who also has the same setup. When your main fortress block has been placed, you have to manoeuvre *Tetris*-style blocks around to create defensive walls for your base.

As you begin to accumulate points, your guns fall from above to help you attack the enemy's fortress. Other little doorways also need to be placed – from these, little men appear who slowly repair your walls damaged by the opposing player's fortress.

Playing very similarly to coin-op classic *Rampart*, *Fortress* makes for some addictive, if over-complicated, puzzling. If you've exhausted the wealth of hand-held puzzlers out there, this is worth a look.



3

PLANET MONSTERS



GBA REVIEW | From: Titus **Price:** £35
Save: Password **Players:** 1-4
Single cart link-up: No **Out:** Now

Blimey, a Titus game that's actually fun. They can't take all the credit, as it's actually a conversion of creaky battler *Pengu*, but it's still pretty good, especially in the multiplayer.

The basic premise is simple. You, three other players and a handful of assorted beasties are left to fight it out inside a series of classic *Bomberman*-style arenas.



You really need to be able to play four-player games to get the most out of it. It's a shame there's no single-cart link.

Instead of lobbing bombs at each other, though, you have to sandwich the opposition between the various blocks that litter the area. In single-player mode, all you have to do is track down the three CPU opponents and squish them before moving on to the next stage and, eventually, a boss. The multiplayer is essentially more of the same, only this time you can have up to four people playing against each other, making for some supremely addictive hand-held gaming.

So that's your lot. It's simple, it's basic, and it's great fun. And it's from Titus!



3

RESIDENT EVIL: GAIDEN



GBC REVIEW | **From:** Capcom **Price:** £25 **Save:** On-cart **Players:** 1 **Colour:** Only **Out:** Now

For those of you not familiar with the Japanese tongue, *Gaiden* loosely translated means a sub-plot or spin-off story (*Majora's Mask* was at one time known as *Zelda Gaiden*). Which is why Barry – always our favourite STARS member – is the hero of this miniature *Resi*-quest. He's also joined by a couple of the old crew. So it must be set before they were all murdered, then.

The isometric third-person setup will be readily familiar to fans of *Metal Gear Solid* or *Perfect Dark*, but what you've never seen is what can only be referred to as the 'different' combat system. Allow us to demonstrate: you aim your crosshair at a disturbingly groaning zombie. After a twiddle of semi-ominous music, the scene changes to a straight-on view of your attacker. Only they have an inexplicable horizontal bar whizzing left and right below them. So you try to stop the rapidly oscillating meter thing when it's on top of your chosen 2D horror. Let's call it an impressionist rendition of gunplay, shall we?

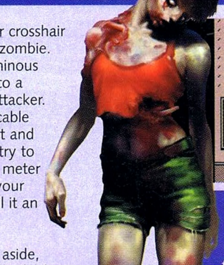
That sizeable bugbear aside, there's all the usual fun to be had – scant ammo, overwhelming odds and lots of poking around in dark places for keys. Yet without *Resi*'s usual braintricklers, it's a curiously hollow experience, and feels a little knocked together. If you happen to be besotted with the series, go right ahead and purchase, but don't expect anything to go bump in the night.

2

A fair amount of effort has been put into making things look a treat, mind. Dead bodies litter the ground. Or at least, we think they're dead...









Annoyingly, there's little hope of ever defeating a zombie before it's right on top of you. Chilling, but darned annoying.

BREATH OF FIRE

GBA REVIEW | **From:** Ubi Soft **Price:** £35 **Save:** On-cart **Players:** 1 **Single cart link-up:** No **Out:** Now

There are some old SNES titles we would like to see forgotten, and then there are forgotten gems like *Breath of Fire* which we really don't mind seeing receive a dusting-off on the GBA. Capcom's dyed-in-the-wool RPG harks back to the days when men turned into dragons and magic couldn't be taught to you by Alan Rickman.

The mechanics and style of play are so familiar they fit like your oldest pair of trainers, but with a few twists and modifications that work extremely well. For example, if you're up against a run-of-the-mill wandering enemy, you can simply hit 'Auto' and have your characters smack them repeatedly into the ground. A couple of other things distinguish *Breath of Fire* and its sequel from the rest of the pack: namely, you can only have four people in your party at one time, so you can end up with different situations depending on who's tagging along. Touches like this really lift *Breath of Fire* into the gaming stratosphere.

But not *quite*. With treats like *Golden Sun*, *Magical Vacation* and *Mega Man Battle Network* right around the corner, it would've been nice to see GBA's link-up facility used, or a new storyline dreamed up. That said, *Breath of Fire* is as finely-told a tale as you could hope to see, and it's a real pleasure to play. A couple of minor gameplay grumbles have been carried over from its SNES ancestor, such as your near-invincibility if you choose a certain combination of characters and change them to dragons. But from its inspired beginning in the middle of a burning house to the apocalyptic ending many, many hours later, it's an enjoyable ride. Definitely worth considering, but you might want to wait for the opposition to arrive – we'll have the reviews very soon.

4



Outlandish, colourful and highly engrossing. But enough about Alan. The game's quite decent as well.



We want your Game Boy tips! Send them to: GB Tips, NGC Magazine, 30 Monmouth St, Bath, BA1 2BW. The best one each month will win an Action Replay Online cart from Datel (01785 810826, www.codejunkies.co.uk).

KONAMI KRAZY RACERS

SPEED BOOST
Begin accelerating just before the fourth start light comes on.

REPLAY CAMERA
Once you've won a race, hold down B after the scores and times disappear. You can lock the camera to your character while using the D-pad to control the viewing angle.

UNLOCK NEW CHARACTERS

BEAR TANK
Find and collect the diamond at the end of the Cyber Field 2 track.

EBISUMARU
First unlock Bear Tank, then use him to break the records on Ganbare Dochu 1 and 2.

KING
Find the diamond on the Sky Bridge 2 track. Collect a speed boost and use it just before you hit the ramp, then immediately pull hard to your right. The diamond is on a secret island there.

VIC VIPER
On the Moon Road course, pick up a boost and use it on the first jump before pulling a hard right. If you've done it properly, you'll see a hidden island with the diamond you need to unlock Vic.

LADY SIA



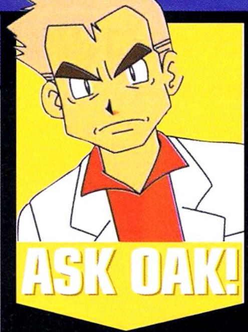
EXTRA LEVELS
If you can manage to get a perfect ranking on each and every level in a particular kingdom, you'll be rewarded with a bonus level. There's one unlockable bonus stage in each of the different kingdoms. Get to it, then!

SPIDERMAN



LEVEL SELECT
Enter JV31- as a password

POWER-UPS AND COSTUMES
Enter SMXXW to get the thermal costume, fluid upgrade, compressor and symbiote costume on Super Hero difficulty. If you enter SP1DY as a password you'll get the thermal costume, armour suit and the black costume on Super Hero difficulty level. Are we happy now?



"Hello. This month, I have been mostly answering the following query…"

Steven Price, Solihull: I can't find the Rainbow Wing in *Pokémon Crystal*. I've looked everywhere and I'm totally stuck without it.

Prof. Oak: This can be infuriating. In *Crystal* you can only collect the Rainbow Wing if you've beaten everyone in the Battle Tower as well as the Elite Four *and* caught Suicune, Raikou, Entei and Lugia and put them in your active team. After you've done that go back to Ecruteak and talk to the guardians of the Tin Tower. Only then will they give you the Wing.



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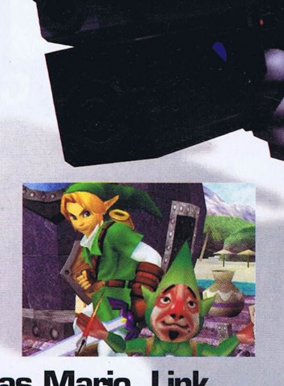
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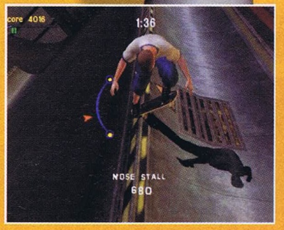
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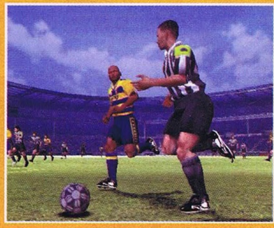
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FROM THE MAKERS OF NGC

Welcome to Club GC, the part of the magazine designed to help you get the most out of your games.



The making of... STAR WARS ROGUE SQUADRON

Before *Rogue Leader*, there was this. Boy, are we suckers for Star Wars... **90**



ALSO THIS MONTH...

The tips you want, quickly...

TIPS EXTRA



EARTHWORM JIM 3D
Your favourite console invertebrate, er... cracked.





DR KITTS'
The Doctor is in. A terrible morphine-induced hallucination.





READERS' TIPS
Ten fingerfuls of tiptastic advice to wring the last bloody drops of gaming goodness from your N64.



YOUR MOST WANTED TIPS

What you want, baby we got it. What you need...

DUKE NUKEM ZERO HOUR

Press the following sequence of buttons at the Start screen:

ACTION NUKEM MODE
Down, Down, A, Z, Z, Left, A

RIFLE WITH UNLIMITED AMMUNITION
Top-C, Bottom-C, Left-C, Right-C, L, R

FREEZE THROWER WITH UNLIMITED AMMUNITION
Down, Up, A, L, R, Z

FIRST-PERSON PERSPECTIVE
Down, Up, L, B, Z, Left, Top-C, Right-C, Left-C, Z



CHARACTER SET ONE
A, L, R, Left, B, Down, Up







CHARACTER SET TWO
B, A, A, R, L

CHARACTER SET THREE
L, L, Up, Down, R, B, A

CHARACTER SET FOUR
B, B, R, Left, A

CHARACTER SET FIVE
Right, B, Left, L, A, Z

CHARACTER SET SIX
Up, Down, B, A, A, Left

SECRET LEVELS
Going Down: Collect all of the time machine pieces before reaching the rack. A second portal should appear in a room next to the first one.

Wetworld: After powering up at the end of Level 3 (Nuclear Winter), jump on to the roof below, where you'll see a Medkit. From there, you'll be able to leap into the water and swim to the floating platform.

LEGO RACERS

CODES
To use these, create a new driver or modify an existing one. Then select Make a Licence and enter the following as names.

FASTER GAME
FSTFRWRD

MAINTAIN SPEED OFF TRACK
NSLWJ

MINE POWER-UPS ONLY AVAILABLE
PGLLYLL

GRAPPLE POWER-UPS ONLY AVAILABLE
RPCRNLY

NO CHASSIS OR BRICKS DURING RACE
NCHSSS

NO DRIVER
NDRVR

NO WHEELS
NWHLS

ROCKET CAR
FLYSKYHGH

REVERSE ROCKET CITY RUN TRACK
LNFRRRM

SHOOTER ATTACKS POWER-UPS ONLY
PGLLRD

POWER-UPS ARE ALWAYS AT MAXIMUM LEVEL
MXPMX

TURBO MODE
FSTFRWRD

TURBO POWER-UPS ONLY
PGLLGRN

DISABLE ALL CHEATS
NMRCHTS

AERO GAUGE

EXTRA TRACKS
China Town Jam Track: Complete Grand Prix mode in first place on every track on Expert difficulty level.

Neo Speed Way Track: Complete Grand Prix mode in first place on every track on Intermediate difficulty level.

EXTRA VEHICLES
Dominator: Complete the game in first place with the Black Lightning on Expert difficulty level.

Reaper: Complete the game in first place with the Shredder on Expert difficulty level.



Prowler: Complete the game in first place with the Hornet on Expert difficulty level.

Vengeance: Complete the game in first place with the Avenger on Expert difficulty level.

N64 controller vehicle: In time attack,

SOUTH PARK: CHEF'S LUV SHACK



SPANK THE MONKEY
In the Spank The Monkey game, notice that the monkeys' butts become red when Mr Mackey hits them, and become redder each time they're hit. If you forget the pattern, watch the order that the butts turn back to normal.

MORE MINIGAMES
Play as Cartman if you want a better variety of minigames. He is the only character that can play the Rodeo and Beefcake minigames.

BEEFCAKE BONUS
Eat every single can of Weight Gain 4000 in the Beefcake minigame to see a special animation at the end.



keep racing until you get a time that ends in .064 seconds. You should now have the N64 controller to race with.

ALL TRACKS AND VEHICLES
Hold L, R and Z on controller two before the title screen appears. Keep them held, then quickly press and release Up and Bottom-C on joypad two when 'Press Start' flashes up. Then press Start on the first controller before the title screen disappears.

DIFFERENT VEHICLE COLOURS
Highlight a vehicle on the selection screen and press R.

MORE EXTRA VEHICLES
At the title screen, when it says 'Press Start', simultaneously press Up, Bottom-C, L, R and Z three times on the second controller, then press Start on the first controller. You can now race five new machines.

FASTER GRAND PRIX CREDITS
Press Start when the credits appear after a Grand Prix.

QUICK START
Hold A and B before the race begins. Release B immediately after the commentator says "Ready".

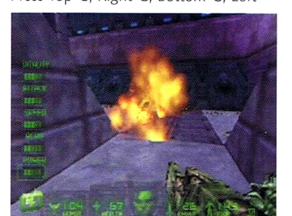
TURBO
Begin the game and hold A to speed up. Hold Z and press the stick left or right, release A and Z, then quickly press A and Z.

EXTRA SPEED AND ALTITUDE
To fly faster, climb until blue exhaust flames appear. If you stay low, the flames will be red and your speed will be slower.

DAIKATANA

ALL WEAPONS
Press Left-C, Bottom-C, Right-C, Top-C, Z, L, R, Left-C, Bottom-C, Right-C, Top-C at the level select screen.

LEVEL SELECT
Press Top-C, Right-C, Bottom-C, Left-



C, R, L, Z, Top-C, Right-C, Bottom-C, Left-C at the level select screen.

EARTHWORM JIM 3D

SMALL JIM
Hold Z and press Top-C, Bottom-C and Left at the title screen.

EARTHWORM KIM
Go to the Fear part of the Brain and enter the door on the right of the Sacred Cow of Contemplation. There you will find the way to the levels Poultryguyst and Poultryguyst 2. You should see a door blocked by a metal gate. If you have all 1000 marbles and you've beaten Earthworm Kim, the gate will open. Walk through it and the game will automatically reset. When you start the game again, instead of



seeing Jim hopping around playing the accordion, you'll see Kim playing it, and she'll be smashed by a cow. On the file select screen there should now be a fourth file, titled Earthworm Kim.

INFINITE LIVES
Go outside the entrance to 'Hungry Tonight?'. Collect the Power Parp Tin from Snott and use it to collect the nearby extra life. Enter 'Hungry Tonight?' and immediately leave. You can repeat this process as many times as you like.

DEFEAT PSYCROW
Don't worry about the marbles, just concentrate on shooting Psycrow. Keep his marble level low all the time – this'll allow you to get your own marble level to around 85 in a few minutes.

ACTION REPLAY

MARIO GOLF

Must be on	F10B1920 0000
	F10B1922 0000
Always zero strokes taken	811B74F2 0000
Infinite power shots	801B74F8 0042
Access all characters	810C2BAE 000D
	50001502 0000
	81130518 FFFF
Access all courses	81130FED FFFF

Billy Monkfish, Bristol

ROBOTRON 64

Infinite lives	8109B0EE 029A
Start with 666 lives	810AD24E 029A
Level select	81076FB6 6F74
Fast run	8109B14E 0003
Rapid fire	8109B15E 0003
Easy difficulty	800AD243 0000
Speed level: slow	800AD247 0000
Max SFX sound	800AD257 0009
No music	8008D9A0 0000

Mandy Siekmundt, Wigan

EXTREME G2

Access all tracks	50000BD8 0000
	80182FC7 0001
Access all levels and superbikes	50000304 0000
	80183A0F 0001
Access all secret characters	50000C04 0000
	80183A27 0001
Always first	81170D1A 0001
Infinite shield	80170BCA 42C8
Infinite turbos	81170BA2 0004
X = laps to race	81091F3A 000X
Max points aid	81183A72 029A
No music	810928E6 0000

Dave Shrek, Scotland

For information about Action Replay carts, call Datel on **01785 810826** or visit **www.codejunkies.co.uk**

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll stick the best into our Readers' Tips column over the page, and if you make it in, we'll send you a rather flash **NGC** pin badge. If you get the coveted number-one slot, you'll get something extra special.

cut out and send

Name...

Address..

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Postcode...

HERE'S MY TOP TIP

It's for [game name]:

And I've found that if you:

TIPS EXTRA

Send to: Tips Extra, **NGC** Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Remember, the best one wins an Action Replay cart from Datel **(01785 810826, www.codejunkies.co.uk)**

READERS' TOP 10 TIPS





1 PERFECT DARK
In the G5 Building, leave your Camspy just outside the meeting room. Next, go up and use the door decoder. While it's decoding, send in the Camspy. That way, you don't have to waste time waiting for either!
David Morgan, Bridgend

2 GOLDENEYE
On the Control level, find the door that opens to reveal four guards and two sentry guns. The gun on the left won't fire if you wait at the entrance, but the gun on the right will. However, if you hang back at the level of the nearby mainframe, you'll be able to shoot it at your leisure.
Sam Gooding, Berkshire

3 GLOVER
Use the ball cheat (Left-C, Right-C, Left-C, Right-C, Top-C, Bottom-C, Right-C, Right-C). Then go through the warp at the end of the level to fly like a bird through the level forever. It works well on Prehistoric 3…
Irene Glover (yes, really!), Chorley



4 TWINE
On the Cold Reception level, it's easy to miss the fuel dumps. Save up some Soviet KA-57 ammo and set the gun on auto. Using the shoulder button to aim, spray the barrels liberally with bullets and the dump will go up a treat.
Brian Caversham, Sussex

5 WWF NO MERCY
Here's a handy one – create a wrestler with a weak front grapple as a Falling Suplex, and give him the face-up head submission of a sleeper. Make him an expert at submissions, then pull these moves off repeatedly. It'll be hard to lose.
Mitchell Godwin, Australia

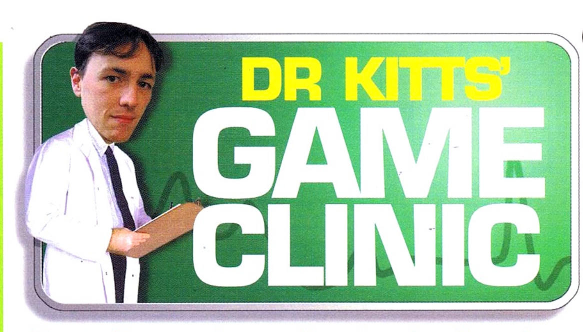
6 PERFECT DARK
In the Sewers multiplayer level, face the ladder in the central area. Then go into the lift shafts in the surrounding area – one of them has a grate floor where you can see some ammo boxes. But there's no way to get in there…
Sheridan Clarke, Hampshire

7 ZELDA: OCARINA OF TIME
Start a new game, then head for the exit of the forest and push forward lightly. Now slowly pull the left-hand side of your cart out until things start glitching. You might be able to leave the forest without a sword. Quickly push the cart back in or the game will crash.
Mitchell Godwin, Australia

8 DK64
In Crystal Caves, get to the bit where you have to match up pictures and hit the switch. Try it loads of times and you'll gradually slide through the floor onto a grey panel. Run off that and you'll restart the level. Odd, eh?
Robert Jurewicz, Cardiff

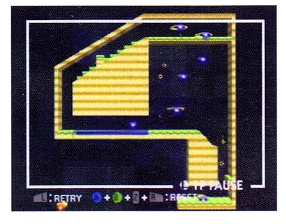
9 PERFECT DARK
Make an explosion on the wall, then put a proximity mine there. The mine will be practically invisible, which makes it easy to fool your friends. Excellent!
Alex Heath, Birmingham

10 PILOTWINGS 64
In Beginner class, rocket belt, there's a building in the middle of the island. Go under it and into a passage – it'll change from day to night.
Sam Cullen, Salford



DR KITTS' GAME CLINIC

He talks to the animals. And makes them cry.



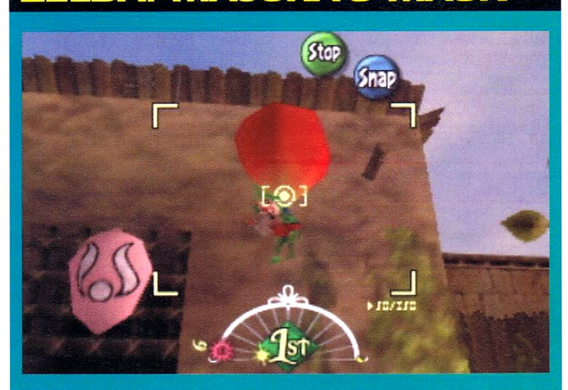
Dr Kitts,
I've finished all of *Super Smash Bros* except Jigglypuff's second bonus stage – I can't reach the final platform! Help!
Chris Hellier, Kent

Dr Kitts runs round the room whooping like an ape.
I'll show you a little something that goes like this… If you press Start, you can see the platform way off in the distance. However, if you press B while in the air, you fly forward without losing height. Then you can resume flying immediately. So, constantly alternate between jumping and pressing B. You'll eventually make it across after a long struggle.

Dr Kitts,
In *Conker's Bad Fur Day*, I can't get past the catfish after you drop poo on the spiky ball in the whirlpool. How do you do it?
Samuel Baylis, Staffordshire

Dr Kitts spanks an insolent nurse with a wire brush.
You have to think laterally, my boy.

ZELDA: MAJORA'S MASK



Dr Kitts,
In *Zelda: Majora's Mask*, there's a Gossip Stone by the Magic Hag's Shop in the swamp. It says you'll get "something nice" if you take a Pictograph of the son of the bloke in the tourist centre. Who is his son, and what do you get?
Hetty Boardman-Weston, Ashby-de-la-Zouche

Dr Kitts soaks his tired fingers in warm water.
If you chat to the hairy oik, he'll drop a few vague hints about his son pretending to be a fairy. Now, who do we know who prances about in a green costume spouting gibberish? Not Alan, but Tingle. Go and snap the fool then show the results to his pa. And we won't ruin the surprise by telling you what you get…

First of all, find the three cogs. Smack each one with your frying pan and take it to the pegs next to Barry. When all three are in place, run clockwise around the disc on the floor to make it turn round. That'll get rid of old fishy-face for you.

Dr Kitts,
When you're in the terminal room in *Mission: Impossible*, I've got down to the computer but I can't turn it on! Please help, before I go mad!
James Wilson, Somerset

Dr Kitts does some yogic flying.
James, you're trying too hard. Instead, when you get to the computer, just wait for Candice to turn up and use the computer for you. This will open up the way to the secret hallway where the mask is. When you're trapped in the hallway, find the grey box on the wall – the mask is in there.

Dr Kitts,
I'm fighting Ganon in *Ocarina of Time*, but I'm having a bit of difficulty finishing him off. I longshot him in the face, but I don't know what to do next! Doc, remove my infection!
Thomas Kinch, Northampton

Dr Kitts is giving serious thought to eating your wife.
This is an easy one. Simple as one, two, three in fact. One – get behind him. Two – nobble his tail with either a sword or the Megaton Hammer. Three – keep between his legs as he turns round and slash his tail. When you get the Master Sword back, simply repeat the process a few times until he's down. There is another way, involving shooting him in the face with either the Longshot or Light Arrows, then using the Megaton Hammer's larger radius to catch his tail, but the first method's easier.

Dr Kitts,
I've got *Perfect Dark*, and I've been told that I can command sims, but I don't know how. Please help me!
Michael Lee, Wallington

Dr Kitts rubs your belly and pats your head, all at the same time!
It's simplicity itself, this one. First, you'll need to be able to do the weapon selection thing where you hold down A, then use the stick to select your weapon. Got that? Alright, now hold down A, then press Z twice to access a series of commands, which will vary depending on the multiplayer mode you're in. You can use that menu to tell your chum what to do. Also, if you hold down R when issuing your orders, those orders will apply to all the sims.

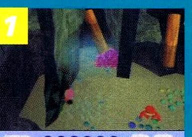
KIRBY 64

Dr Kitts,
Kirby 64, then. I've tried and tried, and yet I still can't get the third crystal shard on the third level in Aqua Star. I've tried flying up, but my little pink friend just can't reach that high. Can you put me out of my misery?
Eilidh Bremner, Scotland

Dr Kitts splits hairs with an axe…



See that chequered wall? That means you need Rock and Cutter abilities combined to get past it.



Now use the combined ability to break the wall. But it's not as simple as all that, you know…



Continue using your power until you're a mouse. Press A while hugging the left wall and you'll climb up.

GOT A GAMING QUERY?

Doesn't matter how small or precise, write in to Dr Kitts for the answer. Detail your problem on the form below (use a separate piece of paper if necessary) and post it off to:

cut out and send

Name ....

Address ....

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Postcode ....

GOOD AFTERNOON DOCTOR…

I've got this terrible gaming affliction – it's like this, you see…



Send to: Dr Kitts' Game Clinic, NGC Magazine, 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Developers versus us versus you

I'M THE BEST

More tip-top times and scores from the world's greatest N64 gamers. Think you can do better?

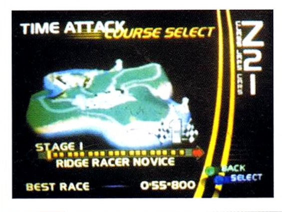
KEY TO THE LEAGUES
▲ GOING UP ▶ NON-MOVER
▼ GOING DOWN N NEW!

STAR PERFORMANCE Gold



After being subjected to *Tetris Worlds* on the GBA, we're grateful to Leon Sneddon-Williams from Flintshire for reminding us that not all *Tetris* conversions are quite so soul-destroying. The N64's *The New Tetris* is a golden nugget of gaming brilliance, and Leon's whiled away many an hour in its company – as his gobsmacking score of 942 lines testifies. We bet he's still seeing blocks falling in front of his eyes. A Gamester joypad from Wild Things (029 2075 5774, www.wild-things.co.uk) and a Gold Star Performance certificate is yours.

STAR PERFORMANCE Silver



If the repeated rumours are true, Namco's *Ridge Racer 6* is already speeding its way towards our favourite purple box. But until that gossip's confirmed, you'll have to make do with the N64's superb *Ridge Racer 64* – just like Alex Miguel Kaufmann from Denmark, who's clocked up a blink-and-you'll-miss-it time of 0'55"800 on the standard Ridge Racer Novice track. That's liquid racing! Alex bags himself a Silver-coloured Star Performance certificate for putting his pedal so expertly to the metal.

STAR PERFORMANCE Bronze

Paul Cook of seaside town Morecambe wasn't the only UK citizen to drag a Japanese Gamecube kicking and screaming into Blighty – but he *was* one of the first to send us evidence of the impressive times and scores that reside on his Memory Card 59.

Paul's time of 1'02"102 on *Wave Race: Blue Storm*'s secret time trial challenge (type J784WMHF into the codes screen) impressed even self-proclaimed hardcore gamer Mark D Green. Have a Bronze SC Certificate, you.

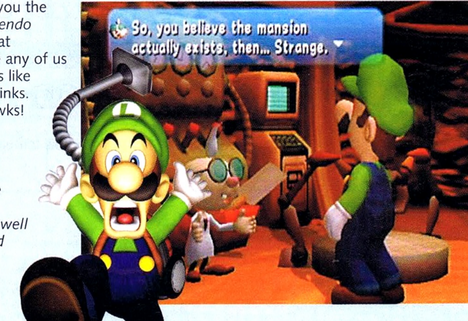


BEAT THE DEVELOPER SPECIAL!

We've something a little bit different for you this month. Usually, we bring you the best performance of a games developer – but this time, it's the turn of *Nintendo themselves* to slide into the spotlight. James Honeywell, Product Executive at Nintendo UK's headquarters in Chertsey, got his mitts on Gamecube before any of us peasants – and, as such, is already one of the world's best talents on games like *Luigi's Mansion* and *Wave Race: Blue Storm*. Or at least, that's what *he* thinks. Your duty, **NGC** readers, is to prove him wrong – and beat Nintendo at games. Lawks!

What they've been playing

James chose to humiliate Greener on Luigi's Mansion after seeing his Score To Beat in **NGC***/62. The challenge was to top 125,140,000G – Mr Honeywell saw to that with a mammoth score of 132,525,000G. So, if you've already bagged an import Gamecube and Luigi, the gauntlet has been well and truly bunged in your general direction. Open all the hidden chests, suck up all the ghoulies and find all the money ghosts (the blue fellas who leap out of cupboards) – that score is beatable. The best money haul we're told of before we start* **NGC***/65 receives a new Gamecube joypad. Mmm!*





MARIO KART 64

BEST RACE TIMES



MARIO RACEWAY

1	1'07"97	Jess Walters	Chesterfield
2	1'08"93	Tony Dunster	London
3	1'09"36	Mark Green	NGC
4	1'09"88	Martin Kitts	ex-NGC
5	1'11"42	Kyan S Kia	Halifax

TOP TIP

On the bend before the hairpin with the giant mushroom, powerslide uphill and turn to face the wall on the other side. When you hit the track, use your mushroom and you'll fly over the wall.



KOOPA TROOPA BEACH

1	1'39"99	Jess Walters	Chesterfield
2	1'42"41	Paul Dossis	Gameplay Studios
3	1'42"55	Tony Dunster	London
4	1'42"74	Kyan S Kia	London
5	1'51"66	Tim Weaver	NGC

TOP TIP

Use your mushroom on the section which splits past the huge rock with the left and right arrows. This will give you added pace, but you'll have to use the hop to get through the normal shortcut.



ROYAL RACEWAY

1	2'15"37	Kyan S Kia	Halifax
2	2'54"82	Paul Dossis	Gameplay Studios
3	3'00"96	Jess Walters	Chesterfield
4	3'03"21	Mark Green	NGC
5	3'08"72	Tim Weaver	NGC

TOP TIP

Not any shortcuts to speak of here. Just make sure you get a powerslide boost on every corner and stay tight round the bends. You can also try powersliding over the grass before the big jump.



LUIGI RACEWAY

1	1'47"67	Kyan S Kia	Halifax
2	1'54"28	Paul Dossis	Gameplay Studios
3	1'56"16	Jess Walters	Chesterfield
4	2'06"43	Tony Dunster	London
5	2'09"02	Geraint Evans	NGC

TOP TIP

Always get as many boost slides as possible. You should be able to get at least three on each bend, especially the long sweeping bends, and at least two inside, and in the exit of, the tunnel.

PERFECT DARK

BEST TIMES (AGENT MODE)



DATADYNE: DEFECTION

1	0:36	Tony Dunster	London
2	0:42	Alan Maddrell	NGC
3	0:44	Chris Wade	Grantham
4	0:45	Tim Weaver	NGC
5	0:46	John Holland	Nottingham

TOP TIP

The best tactic is to just keep charging forward. Don't hang around to kill everyone and just move forward pumping lead into anything that gets in your way. Remember to reload constantly.

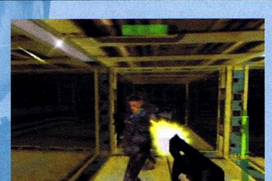


CARRINGTON VILLA

1	1:22	Tony Dunster	London
2	1:47	John Holland	Nottingham
3	1:53	Chris Wade	Grantham
4	1:54	Alan Maddrell	NGC
5	2:12	Mark Green	NGC

TOP TIP

As with most missions, it's important to memorise the enemy position and level layout. It's also worth remembering the sniper positions so that you can take them out with little fuss.



G5 BUILDING

1	1:02	Tony Dunster	London
2	1:38	Chris Wade	Grantham
3	1:39	John Holland	Nottingham
4	3:19	Karl Davies	Suffolk
5	3:27	Andrew Smith	Acclaim

TOP TIP

Remember to use the CMP's lock on function as soon as you pick one up. You don't want to waste time against those cloaking Datadyne personnel. Also, be sure to keep your cam-spy out of sight.



AREA 51: ESCAPE

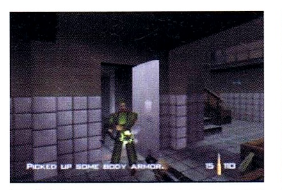
1	2:54	Tony Dunster	London
2	3:30	Karl Davies	Suffolk
3	3:39	Alan Maddrell	NGC
4	3:41	Chris Wade	Grantham
5	3:43	Fred Williams	Blitz Games

TOP TIP

At the start, leg it to the corridor, ignoring everything else before tapping B at the top so that Elvis hovers after you. Then on in, it's a case of grabbing a Super Dragon for the quick kills.

GOLDENEYE 007

BEST TIMES (AGENT MODE)



FACILITY

1	1'01"	Tony Dunster	London
2	1'05"	Kyan S Kia	Halifax
3	1'12"	Jess Walters	Chesterfield
4	1'20	Chris Wade	Grantham
5	1'29"	Mark Green	NGC

TOP TIP

There are large sections of this level you don't have to navigate at all. The only trouble you may have in terms of time wasting is Dr bleedin' Doak. If he's not in the labs, just abort and try again.



ARCHIVES

1	0'20"	Tony Dunster	London
2	0'22"	Jess Walters	Chesterfield
=	0'22"	Kyan S Kia	Halifax
4	0'25"	Alex Williams	Worcestershire
5	0'30"	Chris Wade	Grantham

TOP TIP

Strafe for your life. The zig-zagging technique is essential here. Also, remember your ability to destroy crates. This will make killing any hiding guards a damn sight easier.



BUNKER 2

1	0:32	Tony Dunster	London
2	0:38	Kyan S Kia	Halifax
3	0:39	Jess Walters	Chesterfield
4	0:46	Chris Wade	Grantham
5	0:50	Gareth Richards	Jester Interactive

TOP TIP

Get rid of surveillance equipment fast. Avoiding the shade wearing double-shooter guards will also save you loads of hassle. And using the windows in the doors will score you easy head shots.



TRAIN

1	1:51	Jess Walters	Chesterfield
2	1:55	Kyan S Kia	Halifax
=	1:55	Tony Dunster	London
4	2:45	Chris Wade	Grantham
5	2:50	Alan Maddrell	NGC

TOP TIP

Memorise guard locations, stand your ground in the open and just blast them in their faces. Then speed through – the second you open the door to the main carriage, pump the room full of lead.



F-ZERO X

BEST RACE TIMES



MUTE CITY

1	01'26"736	Tony Dunster	London
2	01'29"355	Benjamin Tatlow	London
3	01'30"206	Kyan S Kia	Halifax
4	01'33"159	Daniel Howie	Ayr
5	01'33"246	Nik Bowen	Gameplay Studios

TOP TIP

This course has four speed boosts. Memorise their locations so you hit them all. It's also a good idea to steadily pump your boost power to feel it's benefits for the duration. And approach the head of the pack early to avoid any traffic.

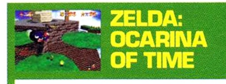


DEATH RACE

1	0'29"734	Tony Dunster	London
2	0'45"712	Kyan S Kia	Halifax
3	1'45"144	Daniel Howie	Ayr
4	1'52"770	Benjamin Tatlow	London
5	2'07"920	Timothy Harrison	London

TOP TIP

The easiest ways to score kills is to knock ships off the track. Drive parallel to the ship you want to destroy, double-tap the relevant trigger and nudge the analogue towards them at the same time. Careful you don't spin off yourself, mind.



ZELDA: OCARINA OF TIME

BEST SCORE



GERUDO EQUESTRIAN SHOOTING RANGE

1	2000	Tony Dunster	London
=	2000	Kyan S Kia	Halifax
=	2000	Tom Demandt	Belgium
4	1730	Daniel Howie	Ayr
5	1270	Timothy Harrison	London

TOP TIP

Once you've got the gist of where everything is, concentrate on claiming as many bullseyes as possible (1000 points each). As they say, practice makes perfect.



BANJO-KAZOOIE

BEST TIME (10 JIGGIES, 100 NOTES, 2 HONEYCOMBS)



MUMBO'S MOUNTAIN

1	00:07:33	Tim Weaver	NGC
2	00:07:45	Alan Maddrell	NGC
3	00:08:20	Steve Jalim	ex-NGC
4	00:09:22	Mark Green	NGC
5	00:11:04	Tim Weaver	NGC

TOP TIP

Head straight for Bottles to learn the talon trot (this way you move faster). Without Kazooie's help, you'll be hard-pushed to get all ten jiggies in a decent time.

SUPER MARIO 64

BEST TIMES





PRINCESS PEACH'S SLIDE

	Time	Name
1	0'12"9	Tony Dunster, *London*
2	0'13"0	Justin Badger, *Wolverhampton*
3	0'13"1	Kyan S Kia, *Halifax*
4	0'16"6	Metro Mustafa, *Midway*
5	0'18"6	Timothy Harrison, *London*

KOOPA RACE 1

	Time	Name
1	0'18"7	Justin Badger, *Wolverhampton*
2	0'21"4	Nik Bowen, *Gameplay Studios*
3	0'22"9	Mark Green, NGC
4	0'25"1	Geraint Evans, NGC
5	0'32"5	Alan Maddrell, NGC

TOP TIP

To score under 20 seconds with ease use this shortcut. As you come out of the starting tunnel you'll come to a straight descent. Jump off to the left when you get to this section and try to land on the track below. It may take a little practice to master but it is possible – just make sure you press Z before you hit the track.

TOP TIP

Whatever you do don't use any of the warps, because you'll be cheating and you'll automatically lose. The best route is to take the main path. Make sure you use the Long Jump technique as much as possible as it is significantly faster than running. You should be aiming to get well under one minute if you can.

ZELDA MAJORA'S MASK

BEST TIMES





GORON RACES

	Time	Name
1	1:15:23	Tom Demandt, *Belgium*
2	1:21:54	Benjamin Tatlow, *London*
3	1:25:03	Alan Maddrell, NGC
4	1:26:10	Mark Green, NGC
5	1:30:15	Geraint Evans, NGC

BEAVER RACE 2

	Time	Name
1	1:15:23	Tom Demandt, *Belgium*
2	1:50:18	Alan Maddrell, NGC
3	1:55:42	Tim Weaver, NGC
4	1:57:07	Steve Jalim, *ex-NGC*
5	1:58:11	Mark Green, NGC

TOP TIP

The main tactic here is to make absolutely sure you don't deviate from the inside line. If you can hold it all the way you'll get a great time. Also avoid hitting anything – it'll slow you down a treat. And make sure you never run low on Magic by collecting as many green bottles as you possibly can.

TOP TIP

This is very straightforward. It's worth remembering that the rings themselves will stall Link if he hits the rim, so always make sure you line yourself up as centrally as possible. Other than that, it's merely a case of memorising the layout and practising until your eyes bleed and you realised you've not eaten for 10 years.



HERE'S MY BEST TIME



cut out and send

SUPER MARIO 64 — Best times
- Princess Peach's Slide ______
- Koopa Race 1 ______

GOLDENEYE 007 — Best times (Agent)
- Facility ______
- Archives ______
- Bunker 2 ______
- Train ______

MARIO KART — Best race times
- Mario Raceway ______
- Koopa Troopa Beach ______
- Royal Raceway ______
- Luigi Raceway ______

F-ZERO X — Best race times
- Mute City ______
- Death race ______

ZELDA MAJORA'S MASK — Best times
- Goron Races ______
- Underwater Beaver Race 2 ______

BANJO-KAZOOIE — Mumbo's Mountain (10 jiggies, 100 notes, 2 honeycombs)
- Mumbo's Mountain ______

ZELDA: OCARINA OF TIME — Best score
- Equestrian Shooting Range ______

PERFECT DARK — Best times (Agent mode)
- Datadyne: Defection ______
- Carrington Villa ______
- G5 Building ______
- Area 51: Escape ______

Name ....

Address ....

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Postcode ....

You must include **VIDEO EVIDENCE OF YOUR ENTIRE ATTEMPT** for it to be accepted (see Skill Club Millennium 2001 if you're not sure how to do this). Tapes MUST have a label attached, with your name, address and score/time easily legible or they will be thrown into our big pit of despair.

If you'd like to have your video back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the issue after you put your stuff in the post – it'll be there in the next one. So, pack up your bits and send them all to: **I'm the Best, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW.**

Challenges to test the best

GAME ON

READERS' CHALLENGES

This month, we have a veritable feast of challenge-related trickery for you to get your thumbs around. The last of the N64 games, *Tony Hawk's Pro Skater 2,* has not only turned out to be a wonderfully playable finale for the console, but it's also been testing Geraint to the limits all month long. So in celebration of watching the poor blighter curse his way through all the game's competitions, we decided to come up with some even trickier challenges to push him to breaking point. He loves us for it!

So, if you fancy yourself as something of a gaming pro, tuck into eight of our finest – and most hardcore – of *Tony Hawk's* skill tests. And don't come running to us when your thumbs are covered in blisters. Enjoy!

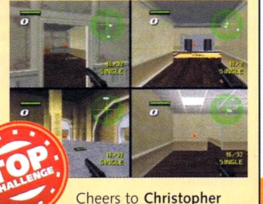
MARIO KART 64



It seems **Alistair Gillespie** from **Aldershot** shares our love of the extended powerslide. He invites you to the twisting dirt track in Wario Stadium and slide for as long as is humanly possible. Borrow a friend with a stopwatch and order them to time your slide, starting from the second dirt flies from your skidding back end, and ending the moment you either stop sliding or hit something.

Alastair's best: 21.42s

TWINE



TOP CHALLENGE

Cheers to **Christopher Richards** for this smart four-player challenge. One player plays as Lachaise with his health at ten, another as Cigar Girl. Enter the merchant level (Courier). Lachaise must head for his office straight away, while Cigar Girl goes to the safety deposit room. The other two – Lachaise's bodyguards – start on the top floor. Cigar girl has to kill Lachaise – who can't leave his office – as many times as possible in five minutes.

Chris' best: 6 kills

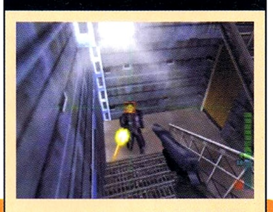
TUROK



Thanks to **Alison Harvey** from **Norwich** for this one. The premise is simple: start a new game and see how many enemies you can kill with your knife before dying. If you spot *any* enemy you *must* kill it. No hanging about for easy kills – you have to press on through the game. If you're finding it tough you can use the tech arrows to dispatch the big monster at the top of the vine-covered cliff. If you use just the knife, he's worth 5 kills. Oh, and *no* health pick-ups allowed.

Alison's best: 48 kills

PERFECT DARK



James Firth from **Kenilworth**'s challenge has kept us suitably occupied – and frustrated. Start up a single-player game on Datadyne Defection. Your task is to kill everyone in the level with *just headshots* and as close to 100 per cent accuracy as possible. If you hit any other part of an enemy's body, it's game over. We suggest you take auto-aim off, and try not to take too long over aiming. To make it easier, James advises cheating, so you can use a Falcon with a scope.

Jim's best: 97 per cent

NOW IT'S YOUR TURN!

GAME ON

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in challenges for...

Tony Hawk's 2 • Pokémon Stadium 2 • Paper Mario
Conker's Bad Fur Day • Luigi's Mansion • Star Wars: Rogue Leader

We'll print the best of them right here, and what's more, the top challenge each month wins an Action Replay cart from Datel (01785 810826, www.codejunkies.co.uk). Can't say fairer than that.

Send your challenges to:
Game On, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW

TONY HAWK'S PRO SKATER 2

PIT OF DEATH



Go into the Park Editor and create an arena with a pit of spikes two blocks wide running the width of the park. The pit should be as central as possible with an equal amount of space either side. No other blocks, ramps or scenery should be used. Start up a two-player game. The object of the challenge is for one skater to skate from end to end, jumping over the pit as they go. Player two must now knock him in as many times as possible in two minutes.

Geraint's best: 16

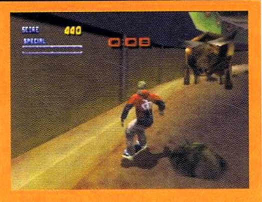
SIMPLY OLLIE



Here's a nice easy one for you. You're only allowed four Ollies on a flat surface (no jumping off ledges) with the object of getting as high a score as possible through Ollies alone. No linking with manual combos, either. Each Ollie must be separate, so spend time skating between each attempt in order to get your speed up. Ramps can be used for this purpose, but cannot be used to gain extra height. This is one of the best ways of separating the pros from the casual riders.

Alan's best: 2100

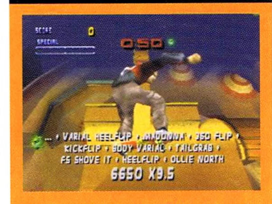
POOPER SCOOPER



Get to the bull ring stage and head for the outer ring where the bull runs round. You now have to skate anti-clockwise so the bull is always heading your way. From here on in you have to squish as many piles of bull-poop as you can in the remaining time. Try your best to jump the charging bull, as falling over will greatly reduce your chances of squishing a hefty score. Remember, you have to go around the ring anti-clockwise, otherwise it's way too easy. Good luck.

Geraint's best: 32

HIGH FLYING



For this challenge we'll have to ask you to cheat. Start up another game on the bull ring and pause the game straight away. Now hold down the left shoulder button and input this: Bottom-C, Left-C, Right-C, Left-C, Up, Top-C, Down, Right, Bottom-C, Bottom-C. Unpause the game and let your rider climb the opposite end of the half pipe – the moment he's in the air, execute as big a trick combo as possible and then land. If you mess it up, you'll have to retry and start again.

Paul's best: 293,392

GRIND CHALLENGE



For this challenge, you'll need to start in Free Skate mode on the Marseilles competition. Head straight forward until you get to the rail and wall that runs parallel with the secret room. Now back up so you've got a decent run-up. The object is to get as many points as you can by grinding from the railing to the wall and off again. You're not allowed to grind past the straight edge, and you have to clear the table at the other side and land (naturally). Get to it.

Geraint's best: 7936

HANGAR BARREL



Enter the hangar level in career mode using a custom skater with the lowest-possible stats. You now have to smash through all the barrels, collect all the Pilot Wings *and* all the S-K-A-T-E letters in one go. Once you've managed it, see how much time you have to spare. The best way to do this challenge is to plan a route past everything before executing a perfect run. Tough, but possible. If you think it's too easy, try getting a Pro-Score while you're doing it.

Alan's best: 4 seconds spare

TAPE RACE



Start a new career and make it through to the School 2 level. You now have to make it to the secret tape as quickly as you can – but there's a catch. On your way, you have to get over 10,000 points before you hit the tape, as well as landing a further 2,000+ pointer during the jump you make to collect it. If you don't land you fail. If you fall down the side of the building, you fail. And if you don't beat Paul "I can do that in real-life" Edwards' score, you fail. Good luck.

Paul's time: 31 seconds

COMPO MASTER



No messing around with this one. We want you to prove your worth in the Skate Street Ventura competition by earning scores consistently 0.3 points above the second-place rider – so you not only have to win but win by a decent margin. You can use any rider you like, so if you've maxed out a skater's stats then you're more then welcome. You're not allowed to cheat though, and, um, that's all there is to it. Just pure, unadulterated skating brilliance.

Mark's best: 96.3/94.2/95.3



SKILL CLUB NEXT GEN

Play fair, and fame will be yours. Cheat, and there will be much pain.

Yes, yes. We know you're all bored with the wait. Autumn has turned into winter, the leaves have fallen from the trees… and still the land is Gamecubeless. But hey – so what? The last thing you should do is let that stop you entering – the upside is another six months of the last N64 season of Skill Club, and of course, a potential haul of sparkly rewards should your efforts please us sufficiently.

What's wrong? Too tough for ya?
It's kind of embarrasing, this, but there seems to be a, shall we say, drought of talent this month. So we've decided to up the stakes and opt for some good, old-fashioned bribery in an effort to persuade you useless dogs to send us some skill. Which means that from now on, every new entry will receive a random object from the NGC office. It could be the office widescreen telly, it could be Alan's belly button crud collection (1912-present) – who knows?

Get yer fingers out!
So, the nitty gritty then. Three challenges net you a Skill Club Bronze certificate and pride of place in our Bronze league. It's seven for Silver recognition, ten for a Gold certificate and a Gamester Advanced Controller (or a Gamester Tremor Pak with 1Mb memory), and to join the still-vacant Platinum pedestal. And all 20 will receive the Order of the Garter and the key to the city of Carlisle. Well, maybe.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 for Platinum. And if you manage all 20, we'll send you something extra special…*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use either PAL (UK or Australian) or NTSC (US or Japanese) copies of the games featured here, but if you opt for NTSC you'll have to achieve the faster of the two listed times for Mario Kart.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes, as well as doctored digital camera shots. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. Make it into the Bronze league first, then later you can send us further proof to elevate yourself to a loftier position. Bonzer.*
- *Bronze, Silver, Gold and Platinum leagues will be published in a future edition of NGC.*
- *If you'd like to have your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO… prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA. With a digicam, use a slow shutter speed.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video recorder.*
2. *Connect the 'Signal Out' socket on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Complete your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'Record'. Press 'Stop' after five or so seconds.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.*



Hello there,

I'd like to put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Next Gen league. I've gone and included proof of my achievements in:

ENTRY FORM

	A	F-Zero X		K	Majora's Mask
	B	ISS 2000		L	GoldenEye 007
	C	Battle for Naboo		M	Perfect Dark
	D	Super Mario 64		N	Banjo-Tooie
	E	Conker's BFD		O	Tony Hawk's
	F	Lylat Wars		P	Mario Tennis
	G	Quake II		Q	TWINE
	H	Wave Race 64		R	WWF No Mercy
	I	Ridge Racer 64		S	Smash Bros
	J	Mario Kart 64		T	Excitebike 64

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

....

Use a photocopy of this form if you'd rather not cut your copy of NGC Magazine.

challenge A — F-Zero X



What you must do: Beat a time of 1'50" on Port Town 2.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The free Double Game Guide+ stuck to issue 22 should provide you with all the help you need.

challenge B — ISS 2000



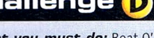

What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: Tips ahoy in the DGG+ attached to issue 49, *and* the 'Best of 2000' book that came free with issue 51.

challenge C — Battle for Naboo



What you must do: Earn Gold Medals on all 18 levels – that includes the three secret missions.
Proof: A photo of the player select screen, showing how many medals you've collected.
Helpful tips: Why, there was a DGG+ free with **N64**/57.

challenge D — Super Mario 64




What you must do: Beat 0'13" on the Princess' Slide.
Proof: A photo of your time at the finish line.
Helpful tips: For a massive shortcut, press Z and B just before you hit the slide – then, after the tunnel, leap left over the wall and use B to bellyflop onto the track below. Yikes.

challenge E — Conker's Bad Fur Day



What you must do: Score 10 headshots against CPU-controlled Frenchies in the Beach multiplayer scenario.
Proof: A photo of the final stats screen, showing your score.
Helpful tips: No multiplayer tips as such, but try the walkthroughs in issues 54 and 55 for general advice.

challenge F — Lylat Wars



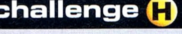

What you must do: All rings and 70 hits on the Training mode, *before* entering the all-range mode arena.
Proof: Pause the game as you pass through the final ring and take a photo.
Helpful tips: **N64**/8's free poster, or the DGG+ on issue 13.

challenge G — Quake II



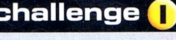
What you must do: Beat 1'10" on Twists.
Proof: A photo of the stats screen, please, which pops up as soon as you finish the level.
Helpful tips: All manner of tips are to be found in **N64**/33.

challenge H — Wave Race 64




What you must do: Beat a score of 66,000 on Stunt Mode at Dolphin Park.
Proof: A photo of the stats screen, showing your score.
Helpful tips: **N64**/2's your man, along with the torrent of tips featured in the DGG+ stuck to the front of issue 14.

challenge I — Ridge Racer 64




What you must do: Beat a race time of 1'10" on Ridge Racer Novice.
Proof: A photo of the records screen.
Helpful tips: Mark demonstrated the perfect Ridge Racer Novice lap in **N64**/41. Get to it!

challenge J — Mario Kart 64



What you must do: Beat a time of 2'20" (PAL) or 2'09" (NTSC) on Bowser's Castle.
Proof: A picture of the records screen, showing your time.
Helpful tips: Try the unnervingly helpful review in issue 4, the tips in issue 5, or the DGG+ attached to issue 13.

challenge K — Zelda: Majora's Mask



What you must do: Win the Fierce Deity's mask – by collecting all the other masks, then finishing the game.
Proof: An in-game photo, showing Link in Fierce Deity form (you'll need to be in a boss arena).
Helpful tips: A handy book on **N64**/50, and tips in issue 52.

challenge L — GoldenEye 007



What you must do: Survive the Cradle on 00 Agent difficulty for 15 minutes.
Proof: A photo of the Mission Complete screen, clearly showing your time.
Helpful tips: Tips in **N64**/10, plus the DGG+ from issue 12.

challenge M — Perfect Dark





What you must do: Unlock all the cheats. That's a grand total of 43 cheats for you to collect...
Proof: Photographs of all the cheat menus – six in all.
Helpful tips: Tips in issues 44, 45 and 46, and the book that came bundled with issue 46.

challenge N — Banjo-Tooie



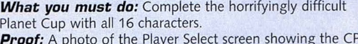
What you must do: Collect all 90 jiggies.
Proof: A photo of the information contained in the game's pause screen.
Helpful tips: Everything you need to know is wrapped up in the book given away free with issue 55.

challenge O — Tony Hawk's Skateboarding



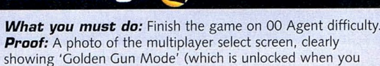

What you must do: Unlock Officer Dick by collecting all thirty tapes and winning every medal.
Proof: A photo of *Tony's* Character Select screen with Dick clearly visible.
Helpful tips: Alan fashioned a full guide in **N64**/42.

challenge P — Mario Tennis




What you must do: Complete the horrifyingly difficult Planet Cup with all 16 characters.
Proof: A photo of the Player Select screen showing the CPU difficulty as 'Hard' (unlocked after doing the challenge.)
Helpful tips: Check out Dr Kitts' DGG+, as seen on issue 48.

challenge Q — The World is Not Enough




What you must do: Finish the game on 00 Agent difficulty.
Proof: A photo of the multiplayer select screen, clearly showing 'Golden Gun Mode' (which is unlocked when you complete *TWINE* on 00 Agent).
Helpful tips: Tips in issue 50, plus the DGG+ with issue 52.

challenge R — WWF No Mercy



What you must do: Defeat at least 100 opponents in Survival mode.
Proof: A photo of the final stats screen, showing your wins.
Helpful tips: A splendid tips guide in issue 50, and the DGG+ taped to the cover of **N64**/52.

challenge S — Super Smash Bros




What you must do: Finish the game with a score of more than 1,000,000 points.
Proof: A photo of the Character Select screen – hold the glove over your character to display the high score.
Helpful tips: Issue 37's guide lays bare the scoring system.

challenge T — Excitebike 64



What you must do: Unlock *Excite-3D* – which is done by winning the final Challenge Pro championship.
Proof: A photo of the Special Tracks Select screen.
Helpful tips: Stuck to the front of issue 57 was a DGG+ overflowing with *Excitebike 64* tippery.

HALL OF FAME

PLATINUM Club
complete 14 challenges

No entries yet! Your name could be here…

GOLD Club
complete 10 challenges

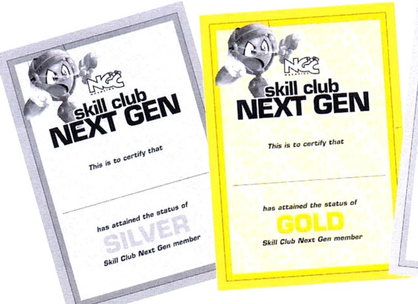
Jamie Hobbs, *Thetford*	*D, E, F, J, K, L, M, N, P, S*
Justin Badger, *Wolverhampton*	*A, E, F, H, I, J, K, L, N, P, S*

SILVER Club
complete 7 challenges

Arif Mollah, *Rochdale*	*C, D, J, K, L, M, Q*
Demot Ryan, *Co. Westmeath*	*E, F, K, L, M, N, S*
Chris Lowe, *Tyne & Wear*	*C, E, F, I, K, L, Q*
Joseph Murphy, *Co. Cork*	*B, E, F, I, K, L, N, S, T*
Giorgio Venturino, *Turin*	*E, F, I, K, L, N, S*
Damien Plumb, *Cambridge*	*K, L, M, N, O, P, Q*
Tony Dunster, *London*	*A, D, F, J, K, L, M*

BRONZE Club
complete 3 challenges or more

Chris Smith, *Leeds*	*E, P, R*
Michael Rose, *Netherlands*	*C, L, S*
Patrick King, *Norwich*	*C, P, R*
James Talbot-Hammond, *Nantwich*	*C, Q, R*
Janne Kaitila, *Edinburgh*	*C, N, S*
Thomas Barrett, *East Kilbride*	*N, P, S*
Nader Kohbodi, *Anglesey*	*E, L, S*
Andrew Duffy, *Ayrshire*	*C, K, S*
Peter Shrubsall, *Surrey*	*B, P, S*
Alex McIve, *Lanarkshire*	*G, R, S*
Mark Quayle, *Australia*	*C, H, L*
Luke Wilson, *Dublin*	*N, P, S*
David Cathrine, *London*	*L, R, S*
Michael Oakes, *Harpenden*	*E, L, T*
Tony Dunster, *Anglesey*	*B, P, S*
Guy Taylor, *Kingston-upon-Thames*	*C, L, S*
Gary Brawn, *Bromley*	*H, N, P*
James Firman, *St Albans*	*K, L, S*
The Nameless One, *Australia*	*C, N, R*
Alexander Davies, *Newport Pagnell*	*L, S, T*
Colin White, *Derbyshire*	*F, K, N, S*
Johan Lubbers, *Netherlands*	*E, K, N*
Bruce Thomson, *Edinburgh*	*A, J, Q*
Andrew Foster, *Ilkley*	*K, L, P*
Joe Sullivan, *Isle of Wight*	*E, L, P*
Ryan Devitt, *Romford*	*A, D, F*
David Jedrzejewski, *Australia*	*F, K, L, N, O, S*







NGC's ultimate buying guide

DIRECTORY

The experts at NGC reveal the N64 games you should be splashing out on



NGC TOP 10 ACTION ADVENTURE GAMES

1 Legend of Zelda: Ocarina of Time
Nintendo • £50 • 98%
Simply the greatest game ever created on *any* format, *Ocarina of Time* is a game so full of majestic, jaw-dropping moments it'll probably bring you to tears. Absolute genius.

2 Legend of Zelda: Majora's Mask
Nintendo • £50 • 96%

Another supreme example of Nintendo at their greatest, *Majora's Mask* is rich and inventive with enough intricate puzzles and heart-rending moments to blow your brain clean open.

3 Shadowman
Acclaim • £40 • 93%
As black as the night, *Shadowman* is grisly adventuring at its most disturbing. Vast, believable worlds, a superb plot, five gruesome serial killers and a dash of voodoo make this totally unmissable.

4 Body Harvest
Infogrames • £20 • 91%
Crap-looking but ultra-playable shooter.

5 Resident Evil 2
Virgin • £40 • 90%
Super-scary, if short-lived, zombie finery.

6 Duke Nukem: Zero Hour
Infogrames • £40 • 90%
Violent, enjoyable third-person blasting.

7 Star Wars: Rogue Squadron
Nintendo • £40 • 85%
Tremendously good space combat fun.

8 Operation Winback
Virgin • £40 • 83%
Looks ropey, but this is top stealth action.

9 Hybrid Heaven
Konami • £40 • 83%
Niggly sci-fi RPG with ingenious battle system.

10 Star Wars: Battle for Naboo
THQ • £40 • 78%
Not perfect, but a tasty space shooter.

NGC TOP 10 SHOOT-'EM-UPS

1 Perfect Dark
Rare • £50 • 96%
Absolutely stunning *GoldenEye* sequel that offers unprecedented replay value thanks to reams of multiplayer options and a rock hard one-player mode. Buy it immediately or risk missing out on a classic.

2 GoldenEye 007
Rare • £30 • 94%
Four years on, this is still a work of unparalleled beauty, combining a delicious Bond license with brilliant level design, destructible scenery and a revolutionary multiplayer game. We still play it every day even now.

3 Turok
Acclaim • £30 • 91%
Screen-filling dinosaurs, ludicrous levels of bloody violence and some of the most staggering weapons this side of the H-Bomb, *Turok* still looks and plays like the sweeping classic it undoubtedly is.

4 Turok 2
Acclaim • £40 • 95%
Gorgeously playable, if flawed, dino-blaster.

5 Lylat Wars
Nintendo • £30 • 91%
Miyamoto-influenced space shoot-'em-up. Yum.

6 Jet Force Gemini
Rare • £40 • 93%
Ace looks, hectic blasting, guts all over the shop.

7 Quake II
Activision • £40 • 90%
Surprisingly ace multiplayer action. 'Chekkit'.

8 The World is Not Enough
EA • £40 • 88%
Annoying but enjoyably action-packed Bondage.

9 Rainbow Six
Take 2 • £40 • 87%
Short-lived but complex stealth-'em-up. Beaut.

10 Turok: Rage Wars
Acclaim • £40 • 87%
Deathmatch-based blasting that works a treat.

NGC TOP 10 BEAT-'EM-UPS

1 Super Smash Bros
Nintendo • £40 • 90%
Immaculate, beautifully playable, multi-platformed fighting game with Nintendo characters beating the living daylights out of each other. Nab three mates and it gets even better.

2 WWF No Mercy
THQ • £40 • 92%
The biggest and best rasslin' game ever made, improving on its predecessors by upping the pace, moves, options and violence. You can even scrap it out in the dressing rooms.

3 Fighters Destiny
Infogrames • £40 • 86%
Gorgeous animation, likeable characters (including a cow) and bone-shattering moves make this a worthy contender to the likes of *Tekken*. Go forth, kick people, and crush skulls.

4 WWF Wrestlemania 2000
THQ • £40 • 90%
Playable, comprehensive, fat-man fighting.

5 WWF Attitude
Acclaim • £40 • 88%
Hi-res, combo-led ring sting. Get amongst it.

6 Mortal Kombat 4
Infogrames • £40 • 84%
Rip off someone's leg and beat 'em to death with it.

7 Xena: Warrior Princess
Titus • £40 • 81%
Surprisingly good four-player prang-'em-up.

8 Rakuga Kids
Konami • £40 • 80%
Weird but great 2D graffiti beat-'em-up.

9 Bio Freaks
Infogrames • £40 • 76%
Gorgeous and bloody, if a little shallow.

10 WCW/NWO Revenge
THQ • £40 • £75%
Shuffling, slow fighters, plenty of moves.

NGC TOP 10 PLATFORM GAMES



1 Super Mario 64
Nintendo • £30 • 96%
The sort of game that'll have you thanking your Mum she gave birth to you: a vast, magnificent spectacle, refined down to the most intricate detail, *Mario 64* is *still* breathtaking.



2 Donkey Kong 64
Rare • £60 (with Expansion Pak) • 93%
It's *Banjo-Kazooie*+, but who cares? An absolutely awesome platformer, combining massive exploration with eye-frazzling visuals and some likeable, if frightening, characters.



3 Rocket: Robot on Wheels
Ubi Soft • £40 • 88%
The most original, inventive, downright playable platformer you'll encounter in a long, long time, *Rocket* just gets better the more you play it. If you can find a copy, snap it up now.

4 Banjo-Kazooie
Rare • £40 • 92%
Rare's platform mastery strikes again. 'Wick'.

5 Mystical Ninja featuring Goemon
Konami • £40 • 90%
Sprawling, enjoyable, ker-razy adventure.

6 Conker's Bad Fur Day
Rare • £40 • 89%
Swearing, wazzing, platforming. What a combo.

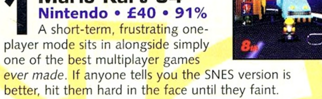
7 Yoshi's Story
Nintendo • £40 • 86%
Not a lot of longevity, but superbly playable.

8 Banjo-Tooie
Rare • £45 • 81%
Old hat, but still huge and fabulously good fun.

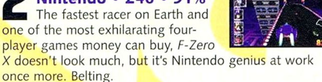
9 Mischief Makers
Nintendo • £40 • 90%
Retro-tastic 2D level-hopping brilliance.

10 Glover
Hasbro • £40 • 83%
Sold all of two copies, but this is superbly odd.

NGC TOP 10 RACING GAMES



1 Mario Kart 64
Nintendo • £40 • 91%
A short-term, frustrating one-player mode sits in alongside simply one of the best multiplayer games *ever made*. If anyone tells you the SNES version is better, hit them hard in the face until they faint.



2 F-Zero X
Nintendo • £40 • 91%
The fastest racer on Earth and one of the most exhilarating four-player games money can buy, *F-Zero X* doesn't look much, but it's Nintendo genius at work once more. Belting.

3 Ridge Racer 64
Nintendo • £40 • 91%
Stunning compilation of the PlayStation games, topped off with some exclusive N64 extras, and a wealth of blistering motors. Worth buying for the time trial mode alone.

4 Diddy Kong Racing
Rare • £40 • 90%
A fantastic adventure-racer, but not quite *MK64*.

5 World Driver Championship
Midway • £40 • 91%
Rock hard but utterly superb. And *so* gorgeous.

6 Top Gear Rally 2
Kemco • £40 • 90%
Brilliant rally game with a random track generator.

7 V-Rally 99
Infogrames • £40 • 90%
Fast, furious, terrific rallying, but bleedin' frustrating.

8 Top Gear Rally
Boss • £40 • 86%
Looks dump, but this is quick, realistic racing action.

9 Wipeout 64
Psygnosis • £40 • 88%
Hard but rewarding *F-Zero* alternative. Great music.

10 Beetle Adventure Racing
EA • £40 • 81%
Tons of shortcuts make this a decent outside bet.

NGC TOP 10 SPORTS GAMES

1 ISS '98
Konami • £40 • 92%
Everything that makes football so wonderful squeezed into a cartridge smaller than a Predator boot, *ISS '98* is a majestic, nigh-on-flawless recreation of The Beautiful Game.

2 Mario Tennis
Nintendo • £40 • 91%
It's Mario, it's tennis, it's absolutely gobsmackingly ace. Like *Super Tennis* on the SNES before it, this is a supreme example of racket and ball that you simply cannot afford to go without.

3 Wave Race 64
Nintendo • £40 • 90%
It might be as old as the hills, but still nothing has managed to replicate the feeling of pelting across water at skin-melting speeds as well as *Wave Race*. An absolute joy, this still looks tip top too.

4 1080° Snowboarding
Nintendo • £40 • 89%
Takes a while to get into, but this is champion.

5 Mario Golf
Nintendo • £40 • 90%
Don't like golf? You will now – thwack!

6 Excitebike 64
Nintendo • £45 • 90%
Delicious handling, top tracks, plus a heap of extras.

7 Tony Hawk's Pro Skater 2
Acclaim • £50 • 90%
Pukka plank-riding with the ollie-pulling OAP.

8 F1 World Grand Prix
Nintendo • £40 • 93%
Astonishingly realistic and visually stunning.

9 International Track & Field 2000
Konami • £40 • 86%
Impressive update of classic button-basher.

10 Michael Owen's WLS 2000
THQ • £40 • 84%
Silky smooth, goal-drenched football game.

NGC TOP 5 MISCELLANEOUS GAMES



1 Pilotwings 64
Nin. • £30 • 89%
Wonderfully innovative flight sim. Remarkable for two reasons: you dictate want you want to do and where, and it's even better now than before.



2 Pokémon Stadium 2
Nin. • £50 • 90%
Battle all the *Red*, *Blue*, *Gold* and *Silver* Pokémon in ace 3D. Infinite replayability and a bundle of smart minigames.



3 Paper Mario
Nin. • £40 • 90%
A 'true' RPG – despite appearances – *Paper Mario* is relatively simple but huge and amusing, and as inventive and engrossing as any Big N game.



4 Blast Corps
Rare • £30 • 88%
Startlingly original and thoroughly enjoyable, everyone forgot about Rare's first N64 game. Our advice? Get yourself reacquainted.



5 Pokémon Puzzle League
Nin. • £40 • 89%
Top notch tile-matching Poképuzzler.



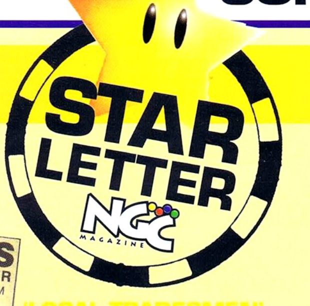


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'LOCAL TRADESMEN'

While browsing through Hull's local telephone directory *(What an exciting life you lead – Tim)*, I stumbled upon this pair of small advertisments for J.T. Services in the plumbing and tiling sections. What exactly is going on here? Have Nintendo taken to lending their biggest and best-known characters to local tradesmen? And since when did Mario add tiling and bathroom services to his repetoire of running, jumping and coin-collecting skills? I think we should be told.

Anthony Paul, Hull

We contacted Jason Tucker – who, sadly, didn't answer the phone in a cod Italian accent or confess to a deep love of pasta – and he told us that business has been booming since he put the little plumber on his yellow pages ad. Bizarrely, he wasn't even aware who Mario was until someone pointed it out to him. Be here next month when we reveal how Sonic the Hedgehog is helping flog double glazing in Coventry. **Ed**



TXT US

Use modern technology to get us on the move...

Is Shigsy's hair real? frm dave r

WHAT!!!!

Y did Andrea av 2 go i tink I luv her

NGC RULES! FRM JAMES PRICE

Cuz zelda's now made of paper, why not burn the fool?

Bohdmian Like u RULEZ

Is this a person? James P Lincolns.

Togepi is evil. Rachel



Wave Race: Blue Storm? March in the UK? Don't hold your breath...

'START SAVING'

Were you aware that Nintendo have been making slip-ups about Gamecube's launch date? At the London show (yes, I was there), the Nintendo employees in attendance wouldn't tell me a date – but they were still all too happy to tell me that "*Wave Race: Blue Storm* is gonna hit these shores on March 15th or 22nd." Start saving!

Tony San, Glasgow

Interesting, but even the most blindly optimistic Nintendo devotee isn't holding out hope for a March release any more. Perhaps the person you spoke to was getting Wave Race *mixed up with pancake day.* **Ed**

'NINTENDO'S LAWYERS'

While searching through some cupboards in my kitchen, I stumbled upon this interesting box of eye drops. It apparently cures eye infections – but just look at the name. Should this be brought to the attention of Nintendo's lawyers?

Dr Chris Round, Dudley

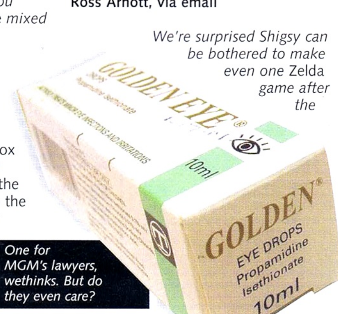
Yes, because that's exactly who owns the copyright to the name of the 1995 United Artists/MGM James Bond movie in question – Nintendo. **Ed**

'TWO *ZELDA* GAMES'

Why doesn't Shigsy just make two *Zelda* games for Gamecube? It would then make everyone happy and stop all the complaints. One could be developed first – say, the cartoony one – then the other would come later. Maybe they could link together somehow, like *Oracle of Ages* and *Seasons* on GBC.

Ross Arnott, via email

We're surprised Shigsy can be bothered to make even one Zelda game after the



One for MGM's lawyers, wethinks. But do they even care?

'MADE ME DROOL'

What is going on at Nintendo? Why did they stop making a game like *Raven Blade*? The clips I saw on your video with NGC/60 made me drool – how could Nintendo not be impressed? I'm sure plenty of NGC readers would buy it if it was on the shelves.
Jonny Patterson, no address supplied



Don't be fooled by these stunning Retro Blade visuals – they're FMV.

The video footage looked good for a reason – it was a pre-rendered movie. Actual in-game Raven Blade *footage looked distinctly whiffy, and Nintendo were understandably keen for Retro Studios to concentrate on the oft-delayed* Metroid Prime*. Which, er, doesn't look too good either.* **Ed**

roasting he's received from gun-jumping Nintendo fans. Having said that, rumours are rife that Miyamoto has relented, canned the cartoony look and reverted to a more 'realistic' Link. Happy now? **Ed**

'D'GBA POEM'

"It may not stop the howling pain or the thunderous rain or the industrial strain. But it will ease down on the howling pain, let you forget the thunderous rain and instead of strain bring you industrial fame. A Game Boy Advance." Hope you liked d'GBA poem. NGC!!
Amir Neihoum, Heswall

Er… **Ed**

Enjoy Amir Neihoum's GBA poem. If you can.

'CURIOUSLY-TITLED'

While flicking through an old issue of NGC – issue 27, to be



DIRECTORY Club 64

BIN LADEN
This lot lying around in your local bargain bin? Snap them up! You might just be surprised.

1 CHOPPER ATTACK
2 FORSAKEN
3 GLOVER
4 MISCHIEF MAKERS
5 RAKUGA KIDS

YOUR CHART HERE
Send us your top 5 lists in whatever category you want. Favourite, least favourites, most annoying, most over/underrated... Get your thinking caps on and write to Directory Charts at

The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific, and a real challenge.
TOP TIP Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.

WWF WARZONE
85% 4 Acclaim • £50 • 1-4 players • Rumble pak • Controller pak • Issue 19 • MK
A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a brilliant create-a-player mode.
TOP TIP On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.

YOSHI'S STORY
86% 5 Nintendo • £40 • 1 player • Rumble pak • On cart • Issue 15 • TW
Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful to look at.
TOP TIP White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the ?.

Import releases
(not yet released in UK)

64 O-SUMO
90% 4 Bottom Up • 1/2 players • Rumble pak • Controller pak • Issue 11 • MK
Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

CHORO Q 6
56% 1
DENRYU IR
65% 2
DEZAEMON
82% 4
A complete shoot-'em-up cart. Tricky, but great fun.
DORAEMON
60% 1
DORAEMON
52% 2
FAMISTA 64
68% 1
FOX COLLEGE
25% 0
GANBARE GOE
69% 3
GET A LOVE PAN

BONUS LETTERS

I have tried this experiment.
Jay Powell, Hereford

Don't forget to write up the method, apparatus, results and conclusion. **Ed**

Only Saiyans can turn Super Saiyan and Nameks get stronger.
Nicholas Millard, Wolverhampton

You've lost me. **Ed**

If you would like a letter with sucking up, get back to me.
Vince W Katie, Skipton

We preferred the terrifying abuse, to be honest. **Ed**

Bring back *Raven Blade*!
James, Phil, Nick, Andy, Sophie and Becky

Not another one. **Ed**

You will hear from me again!
Chocolate Cookie, Worcestershire

Not if you get eaten. **Ed**

i love u
Greg Thomas, via email

Aw… you don't mean that… **Ed**

Nice to have Tim back.
Richard Dilks, no address

Greener says, "You wouldn't say that if you had to sit next to him". **Ed**

Does no-one check the mag once it's finished?!
Paul Davison, Sedgefield

Yes, a team of 17 angry gibbons and one monitor lizard. **Ed**

I think the NGC group are the coolest people in the world!!!!
Benjamin Lines, via email

So do we. **Ed**

I feel like I've lost him forever.
Frank Thomas, via email

Have you checked down the back of the sofa. **Ed**

I will reach you in the event of any further sightings!
Michael, West Lothian

Are your arms that long? **Ed**

CORRECTION CORNER

What in blazes happened to your correction corner in NGC/61? It didn't print out properly in my magazine. Did this happen with anyone else's copy?
Nowhere Man, Nowheretown

Best not mention this unless you want to see Jud's eyes glow red. **Ed**

I found my name in your magazine as a Bronze Certificate-winning Skill Club entrant, yet you said that I was from Newport, which is nowhere near where I live. I hope you haven't sent my certificate to Newport.
Nader Kohbodi, Anglesey

Wait! Mr Postman! Come back! **Ed**

In the NGC Arena page on page 27 of issue 61, there were eight sets of Team GC eyes, but only seven were matched up with a description of a team member.
Lucas Magee, via email

The extra eyes belong to Andrea, sneaking back to collect her hair glue. **Ed**

In NGC/60's Grintendo, you claimed that you'd already heard the joke before. If that's true, then how come nobody knew the answer in the photo-strip?
Mike Bendoraitis, Dorset

Selective memory loss – it was so unfunny we purged it from our minds. **Ed**

The art monkeys tell us that the bonus eyes actually belong to Luigi. A poor excuse.

GRINTENDO

Win a game of your choice! All you have to do is tell us a Nintendo-related joke – and make us laugh. This month: **Luke Butcher** from **London**

Tim tells the team they're going to love this one.

Looking pleased with himself, Tim gets going with the joke.

No one knows. So Tim blurts it out.

The team are simply bowled over by the utter hilarity of the gag.

NGC MAGAZINE Laugh-o-meter

Got a great Nintendo-related joke? Then write to us at Grintendo, Mailbox, **NGC** Magazine, 30 Monmouth Street, Bath, BA1 2BW or alternatively e-mail ngc@futurenet.co.uk putting **Grintendo** in the subject line.

CONGRATS, LUKE, YOU WIN A COPY OF *SUPER MONKEY BALL* FOR GAMECUBE!



'JO DARK DOLLS'

Just a quick heads-up. There are Jo Dark dolls coming out in December, available at £30 each. Check out www.scifiwarehouse.com if you're interested – they'll send you a catalogue if you ask nicely.
Scott Broadfoot, via email

Quite right, too. Two dolls are available – one with Ms Dark in a catsuit, and another with the super-svelte spy kitted out in Carrington Institute body armour. But why's she got the face of Princess Di? **Ed**

SO TELL ME THIS

Any chance of a new *Zelda* game released on GBA?
Russell Davies, Powys

Definitely, but no word yet on what it might be or who'll be developing it – Capcom created *Oracle of Ages/Seasons*, remember. The chances of past *Zelda* games being tarted up and re-released for GBA are high, too.

1. Any chance of *Excitebike* or *Jet Force Gemini* on Gamecube?
2. How do you get to work for Rare? And where's Twycross?
3. When will you be previewing *Perfect Dark Zero*?
4. What's the point of the cheese in N64 *Perfect Dark*?
Arri Seeifipour, Gateshead

1. *Excitebike* is a possibility now that coders Left Field have been thrown off the *1080° Snowboarding 2* project. *Jet Force Gemini* is less likely, simply because it didn't sell too well, and Shigsy wasn't a fan.
2. The usual route – application, job interview, etc – but unless you're a spectacularly talented programmer, artist or musician, you don't stand a snowball in hell's chance. And Twycross is in deepest Leicestershire, just off No Man's Heath (not a joke).
3. Once we've finally negotiated No Man's Heath.
4. Rare say: "One of the artists took it upon himself to do this, as a graphical oddity for your confusion. There's no extra purpose to it. If you've found all the cheese, you get a warm, satisfied feeling (probably) and nothing else."

1. Will *Star Wars: Rogue Leader* and *Pikmin* be UK launch games?
2. Is there going to be a Gamecube version of *Quake* released?
3. How much will GC games be in the UK?
Matthew Owen-Hughes, Church Stoke

1. Yes. In fact, *Rogue Leader* might arrive slightly *before* Gamecube itself, as it has done in the US.
2. We reckon so. Expect an updated *Quake III Arena*, or a GC version of Raven Software's upcoming *Quake IV*. Fragtastic.
3. Now you're asking. We're

exact – I came across a curiously-titled directory chart on page 136. It was called 'Bin Laden' – and it featured 'Chopper Attack' at the top. Scary!
Philip Kendall, via email

Before anyone accuses us of having links to al-Qaida, this was simply a poor pun based on five N64 games you'd find in the bargain bin. And the other four games included Glover and Rakuga Kids – not much of a spooky coincidence, unless Osama's about to mount an attack using mittens or 2D cartoon fighters. **Ed**

Hey DJ, rock this party! Probably a reference that only the OAPs among you will recognise.

'WEARING A SUIT'

In the The Making of *GoldenEye* feature in **NGC**/60, you showed screenshots of a Rare staffer messing about with guards on the Cradle level. The pictures show Bond using the watch detonator – but he's wearing a suit! You can see the cuffs of his shirt and the jacket. In my version of the game he wears the jungle gear. What's going on?
Jamie Golby, Nuneaton.

That's because on the secret Beta cart of GoldenEye that Rare have tucked away at their HQ, Bond can wear a dinner jacket on all levels. (Good luck with all the emails and letters you're about to receive, Rare…) **Ed**

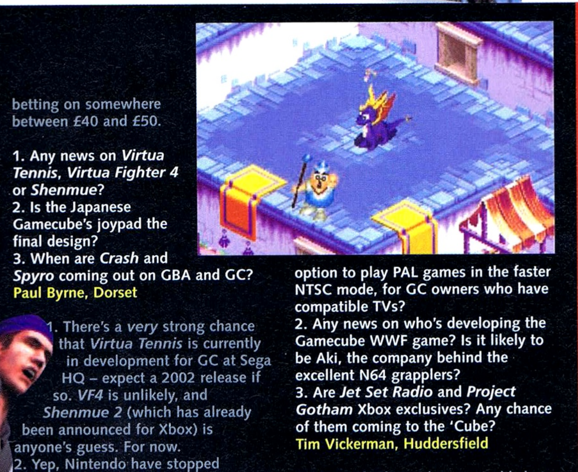
任天堂

'MEAN ANYTHING'

Is Nintendo a Japanese word? Does it mean anything except for "We make the best games in the world"?
Tim Verburg, The Netherlands

Yep – the literal translation of the Japanese symbols that make up Nintendo's name is something like, "It's heaven's duty" or "Leave it to the Gods." 'God' in this case being Shigeru Miyamoto, of course. **Ed**

God, yesterday.

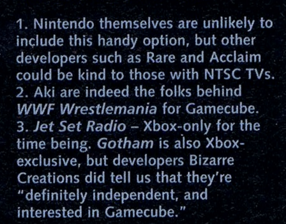


betting on somewhere between £40 and £50.

1. Any news on *Virtua Tennis, Virtua Fighter 4* or *Shenmue*?
2. Is the Japanese Gamecube's joypad the final design?
3. When are *Crash* and *Spyro* coming out on GBA and GC?
Paul Byrne, Dorset

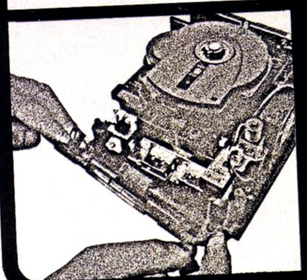
1. There's a *very* strong chance that *Virtua Tennis* is currently in development for GC at Sega HQ – expect a 2002 release if so. *VF4* is unlikely, and *Shenmue 2* (which has already been announced for Xbox) is anyone's guess. For now.
2. Yep, Nintendo have stopped tinkering now. And any rumours you might hear about the controller being 'expanded' for bigger Western hands are nonsense.
3. Both should be out on GBA as you read this, and Gamecube will see them late next year or early 2003.

1. Is Nintendo going to consider following Dreamcast's lead and include an option to play PAL games in the faster NTSC mode, for GC owners who have compatible TVs?
2. Any news on who's developing the Gamecube WWF game? Is it likely to be Aki, the company behind the excellent N64 grapplers?
3. Are *Jet Set Radio* and *Project Gotham* Xbox exclusives? Any chance of them coming to the 'Cube?
Tim Vickerman, Huddersfield



1. Nintendo themselves are unlikely to include this handy option, but other developers such as Rare and Acclaim could be kind to those with NTSC TVs.
2. Aki are indeed the folks behind *WWF Wrestlemania* for Gamecube.
3. *Jet Set Radio* – Xbox-only for the time being. *Gotham* is also Xbox-exclusive, but developers Bizarre Creations did tell us that they're "definitely independent, and interested in Gamecube."

GAMECUBE LAB SPECIAL!



At last! A step-by-step guide to modifying your Japanese Gamecube to play American games!

MOD YOUR GC!

Deep inside the Gamecube are millions of tiny electricity-conducting wires. The amazing thing is, by simply forming a new connection between two of them, your Japanese Gamecube will be able to play both US *and* Japanese games. Interested? Here's how to perform the operation…

WHAT YOU'LL NEED

- Screwdriver with 'Gamebit' head (see below right)
- Crosshead screwdriver
- Flathead screwdriver
- Soldering iron
- Solder
- Small two-way switch (optional)
- Thin insulated wire (optional)



WARNING!

This modification should only be attempted by those fully experienced in electronics and soldering. NGC accepts no responsibility for any damage you might cause to your Gamecube by attempting this modification yourself. If you're not confident, CA Games (0141 334 3901) can do all this for you.

STEP 1 OPENING YOUR GAMECUBE

1. Flip the Gamecube on its lid. Using the Gamebit screwdriver, unscrew the four big screws found in each corner of the GC's base.
2. Now turn your console back over and gently lift the top of the casing. You should now be looking at the guts of your Gamecube. Erk.





Be careful when taking off the lid – you may knock a switch that means your Gamecube won't open when you put it all back together. If that happens, take the top back off, press the eject button so the lid opens, then screw it all back together. Everything should then be hunky dory.

GAMEBIT SCREWS

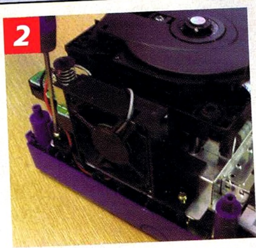


So-called 'Gamebit' tamper-proof screws are used by Nintendo to stop you peering inside your console. A nice idea – except that there's a special 'Gamebit' screwdriver head specifically designed to unscrew them. You can order one from Hong Kong-based importer www.lik-sang.com, but you'll need a screwdriver with removable magnetic heads, too – available from most hardware stores.

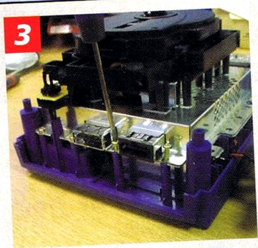
STEP 2 UNSCREWING EVERYTHING



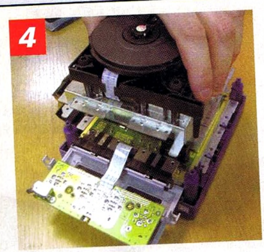
1. You can simply snap off the GC's front and back panels. Be gentle with the front – there's a ribbon behind you really **don't** want to break.



2. Unscrew the two screws holding the fan in place, lift it off and place it on one side. There are wires on the back so it won't come away completely.



3. Now work your way around the edge of the Gamecube, removing all the screws on the silver plate. That's three beneath where the fan used to sit...



4. ...five on the left side, five on the right, and four tiny ones behind the controller ports. Now carefully lift off the DVD mechanism. If you dare.

STEP 3 GETTING TO THE CIRCUITRY



This is the first tricky bit – removing the heatsink. First, take out the six screws. Now, simply wrenching the thing off will tear the chips underneath right out of their sockets, because they're glued to the heatsink. Bad news. So, instead, gently rock the heatsink back and forth, twisting and pulling **ever so slightly** until it's eased off. It'll take time. You might see big globs of glue left on the big chips beneath – **do not clean them off**!

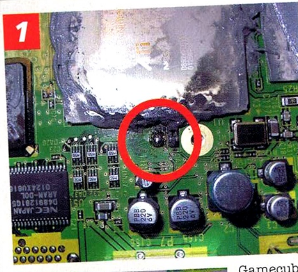


THE PROOF!



Incredibly, this tiny modification doesn't just give your Gamecube the power to run US games – it actually changes the menu from Japanese to English, too. Look!

STEP 4 THE MODIFICATION



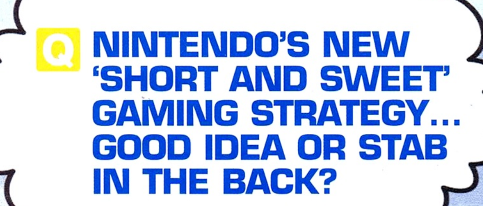
Magnifying glass time. Just above the bigger of the two chips on Gamecube's main circuit board, you'll see a line of three resistors, with R39, R6 and R5 written around them. The middle resistor – R6 – is the one we're interested in. Now you've got two options.

1. This is what we've done in these pictures. Simply drop a small blob of solder in the space between the two sides of the R6 'row'. Your Gamecube will then be a US machine **permanently.** Or...



2. Take 15cm of wire, strip off the tip, and solder it onto the left side of R6. Then strip the tip off another 15cm of wire, and solder this one onto the R6's right side. Now run both wires through a hole on the front-left, then under the board and out through the back. Put your GC back together, and solder a switch on to the two ends (just like the example above). By moving the switch, your GC is a US machine. Flip it back to revert to a Japanese GC – but whatever you do **don't flip the switch while the console is switched on**.





IDEAS FACTORY



So short, but so very, very sweet. Will Nintendo continue this new trend?

WE LOVE IT...

Mark: I reckon Nintendo's new 'short games' policy is a fairly good thing. Having a huge adventure to play, like *Zelda*, is great, but there always comes that point where you're just soldiering on trying to get to the end, and it becomes less fun. The great thing about *Luigi's Mansion* and *Pikmin*, both 12-hour games, is that once you've finished them, you immediately want to go back and do it all again. How many people could actually face trekking all the way through *Zelda* again? It's like a great movie – you don't think at the end, 'I wish that was longer'. You think 'I'm going to go and see that again'. And *Luigi* and *Pikmin* are even better the second and third times around.

Geraint: I've had it with waiting months – even years – to get my hands on quality Nintendo games. Don't get me wrong, I love epic titles that consume my life for long periods of time. *Ocarina of Time*, for example, will always be one of my favourites – but the way I see it there will be loads of huge games coming out for Gamecube anyway. Sega's excellent *Skies of Arcadia* alone will ensure you never see daylight for months – and in the meantime, there'll be a whole slew of Nintendo's own gems pouring in to ensure that those of us who are older and have busier lives will still be able to enjoy the gaming brilliance that only Nintendo can supply.

The finest 2D platformer ever created, and certainly the biggest. Is this the end for Mario epics?

ABSOLUTELY GUTTED...

Tim: So we had to wait ages for *Zelda OTT* to turn up, but then who cares! If you're going to be treated with a game of that magnitude, then I'll happily wait a decade for it. I enjoyed nothing more than coming home to Link's colossal quest, and even after I'd finished it I still went back for seconds to see if I'd missed anything. That was the best part of four months of gaming pleasure for just fifty quid. If I have to fork out the same cash every couple of weeks for a new Nintendo game then I – and I reckon most of the gaming world – will not be best pleased. I'm all for having more Nintendo games, but not at the expense of the epic experiences we've all come to know and love.

Alan: This is going to do absolutely nothing for Nintendo's reputation. There's one thing I could always rely on them to do for gaming, and that's deliver mammoth games that stay with me for as long as I can remember. *Super Mario World* on the SNES was huge, *Mario 64* was both huge and groundbreaking, and *Zelda OTT* totally blew me away, and kept me glued to my TV for months. Okay, so maybe all these games looked a little bit childish, but you could always guarantee they'd be tough nuts to crack even for the so-called 'hardcore gamers'. Now, alas, Nintendo's games won't have that going for them. Sigh.



Sega will supply Gamecube epics, such as Skies of Arcadia *(left)*.

NOW IT'S YOUR CHANCE!

*Send in your own thoughts and tell it like it is. Are you up for shorter Ninty games – or does the thought of anything less than 60 hours solid play make you feel a bit sick? The best ones will be included in next month's Reader's Forum, so get your thinking caps on. You can email us at ngc@futurenet.co.uk, or use the more traditional method and write to: Ideas Factory, **NGC**, 30 Monmouth Street, Bath, BA1 2BW.*



BURIED TREASURE





Despite being released long before Episode I hit the cinemas, the game included the top-secret Naboo Starfighter, protected by the most obscure cheat code ever. Julian recalls: "It was a nightmare to convince LucasFilm licensing to let us put it in, as they didn't believe we could hide it properly. In the end, only two people – me and LucasArts – knew the code. Even the programmers didn't know it. We decided to put it in after seeing it in the first picture of Episode I that Lucas released, in the summer of 1998. We were confident no-one would find it – there wasn't a Gameshark out at the time. It wasn't in the PC version either, just to be safe. We added it as a patch later."

THE MAKING OF... ROGUE SQ

Every month, we'll be revisiting classic N64 games with the people who made them. Factor 5's Julian Eggebrecht takes us through the difficult development of the prequel to Gamecube's most eagerly anticipated launch title...

As an N64 launch title, LucasArts' *Shadows of the Empire* provided a glimpse of what was possible when the classic movie series was combined with Nintendo's powerful new hardware. The Battle of Hoth level in particular was superb, even if what followed couldn't quite match up to such a strong opening sequence.

Among *Shadow's* admirers was Julian Eggebrecht, of legendary ex-Amiga codeshop Factor 5. After seeing what Nintendo's next-generation console could do, Julian was eager to start producing games for it.

Humble beginnings

Julian explains: "We were working on PlayStation software when *Shadow* was released. There was this whole mystery around the N64 – that it was the wonder console and it could do everything. We'd had a terrible time switching over to 3D, as did many people, and the nasty thing about the PS early on was that you clearly saw Japanese developers getting more information [from Sony] than the Western ones. That was frustrating for European developers. We talked with the *SOTE* team, and they filled us in on the new machine."

Factor 5 liked what they heard. So much so, that they decided to abandon PlayStation development and put all their resources into pitching for a sequel to *SOTE*. One that would really

WHY ROGUE SQUADRON WAS A CLASSIC

SECRETS *It's absolutely packed full of hidden goodies. Perform well enough and you can unlock a selection of bonus levels, plus extra vehicles (including an AT-ST, the Millennium Falcon, and, er, the art director's 1968 Buick).*

DETAIL *The greyish colour scheme found throughout much of the Star Wars universe proved ideally suited to the way the N64 handled textures, allowing for bigger textures, and better-looking objects than in other games of the time.*

CONTROLS *Creating the feel of piloting an X-Wing took Factor 5 almost nine months. It was designed to sit halfway between full flight controls and steering a car, and it requires little practice before you can zoom around like Luke Skywalker.*



IT'S STAR WARS! *Being based on the most popular movie series of all time is a pretty huge selling point. Rogue Squadron harnessed the N64's power to provide a more authentic look and feel than previous Star Wars games.*



The game's orchestral soundtrack and 3D effects showed that the N64 wasn't as limited as some thought. Says Julian: "We had these grandiose plans for a complete sound system, which became MusyX (the system now used in all Nintendo machines). We surprised Nintendo with that – they were very sceptical about their own sound hardware, but didn't want to use streaming music like in SOTE. We said trust us, and they were convinced."



UADRON

do justice to the Star Wars movies. "The *SOTE* guys went off to work on *Episode I: Racer*," says Julian, "And LucasArts needed another team to do a Star Wars N64 game for Christmas. Our original idea was to do a 'best of' the movies, a Greatest Hits of Episodes IV, V and VI – basically, exactly what *Rogue Leader* on Gamecube is. But back then they wouldn't allow games to be set in the Star Wars movie timeline – we had to concentrate on side-stories. That turned out to be pretty lucky, because otherwise we'd never have managed to do those scenes justice on the N64 – Gamecube turned out much better!"

Factor 5 put all their efforts into pitching for a sequel to *Shadows of the Empire*

Sticky patch

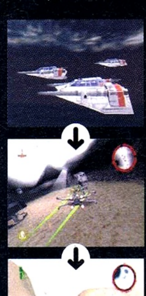
The N64 hardware, so well promoted by the *SOTE* team, proved problematic for Factor 5. In fact, it was only in the last four months of development that the game began to look like something special. Julian says: "It took us a long time to get to grips with the N64 – what we had one year into development was really terrible. The game only came together when the *SOTE* team told us about 'microcode' [Nintendo's jealously guarded code library that gave "Dream Team" coders access to the N64's custom chips]. We knew it'd be perfect for making the landscapes much faster than using the CPU alone.

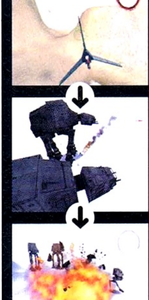
"We persuaded Nintendo by giving a written presentation, saying how we'd use the microcode if we had it. That convinced them, but it was a year into development, and we'd already spent 12 whole months working on the game engine."

Factor 5 proved equally adept at dealing with LucasFilm, even though the movie giant was busy putting the finishing touches to Episode I at the time. Producers from the company were always on hand to cross-reference the game's storyline with the carefully co-ordinated events of the films and books, making sure there were no glaring contradictions or embarrassing timeline errors. It also meant the team were privy to the kind of insider knowledge that Star Wars fans would give their eye teeth for. "We had to go back and forth to the Lucas ranch, checking everything, not only against what already existed but also what

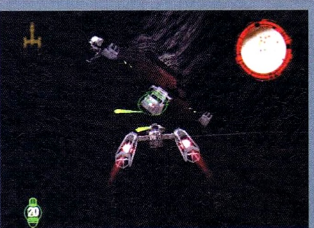
MAGIC MOMENT
FLY ANYWHERE

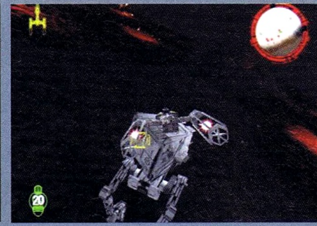
Rogue Squadron's huge environments and go-anywhere feel were made possible by Nintendo's decision to stick with cartridges. It's faster to drag information from chips than it is from a CD, and the team were able to use this to their advantage. "We were heavily influenced by some bits of Starfox, especially the free-roaming bit with the mothership and all the ships swarming around. The cart helped to do free-roaming, as we could drag new bits of landscape off it quickly. Rogue Squadron wouldn't have been possible on the PlayStation."





MISSION IMPOSSIBLE





One part of the game that Factor 5 found disappointing was its unbalanced difficulty level. "It had a terrible, terrible learning curve," laments Julian. "Because it came together at the last minute, there wasn't time to get the curve right. There were huge spikes anywhere and everywhere. It's the same with the medals – originally they were supposed to work out nicely, but they carried over that initial difficulty on some levels and that made them ever harder to collect. Take Sullust for example – even I can't play that. I barely get through, let alone get a gold medal."

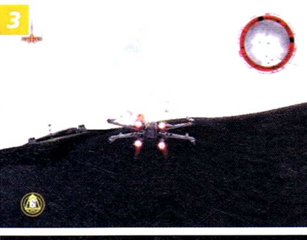
SMART? OR NOT...



The game throws up some fiendish set-pieces, but how smart are those enemies? Julian reveals: "There's practically no AI in RS. It's a huge hassle to write good AI. It bogs down the CPU."



Surprisingly, Julian cites one of the N64's best games to illustrate the detrimental effect of AI: "A good example would be how slow Perfect Dark became, largely due to AI." It's a tough trade-off.



"What we ended up with," continues Julian, "were two or three battles with TIE Interceptors which had specific AI. Everything else is pre-scripted stuff that draws in the player much more."

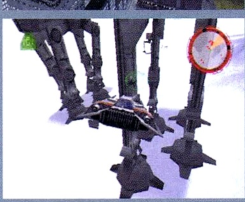


The final result is impressive. As you battle against the Empire, you have to look hard to notice that the enemies are following preset patterns. It makes little difference to the gameplay itself.









LOOKING GOOD

The game's real standout feature was always its graphical finesse. Julian admits that visual appeal was a top priority: "Our main aim with *Rogue Squadron*'s visuals was to top *SOTE* big-time. We knew we could do way more. We wanted to do the best-looking Star Wars game ever." Certain effects, such as the sand on Tatooine and the subtly shaded skies, took months of trial and error. "They were a nightmare," says Julian, clearly relieved to be working on the far simpler Gamecube these days.

George was planning with the new movies," says Julian.

Last-minute frenzy

The difficulty of adding structured gameplay to such a large, free-roaming title was a big headache. After watching visitors to the March '98 E3 show get hopelessly lost in the game's vast landscapes, the team knew they had to make major changes. The 'radar cone', which directs players to each objective, proved to be just the thing the game needed, but was added just four months before launch. "We were really panicking," admits Julian. "We knew we needed a visual clue, but didn't want pointers or arrows that cluttered up the screen, or took away control from the player."

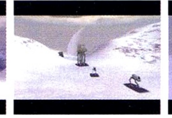
Appropriately enough, inspiration came from the movies. Julian reveals: "I had the idea after watching a bit of Star Wars where they're gathered around a table at a hologram display, and you can see an orange wedge approaching the Death Star. We decided to take that and use it as the guidance system."

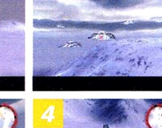
From what was, initially, little more than a technical demo, *Rogue Squadron* blossomed into a finished game with a speed born of necessity. LucasArts needed it completed in time for Christmas in the States, so Factor 5 did what they could, as quickly as possible. The developers are the first to admit that it's not the greatest game ever, but if it wasn't for the close relationship forged with both Nintendo and LucasArts, we wouldn't have the magnificent *Rogue Leader* on Gamecube. And that's definitely something to be grateful for. **NGC**

LEVEL TOUR:
ESCAPE FROM FEST

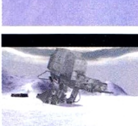






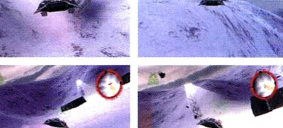














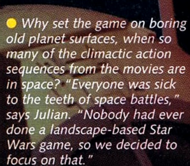


MAGIC MOMENT
HI-RES

It was only the second game to use the N64's Expansion Pak, making a world of difference to the graphics. "Lots of stuff came about by luck," says Julian. "The Expansion Pak option was added in the last six weeks! We heard the Turok 2 team used it, so we tried it ourselves, and it worked fine."







● *Why set the game on boring old planet surfaces, when so many of the climactic action sequences from the movies are in space? "Everyone was sick to the teeth of space battles," says Julian. "Nobody had ever done a landscape-based Star Wars game, so we decided to focus on that."*



● *Since the best part of SOTE was the icy Hoth world, it would have been madness not to include some kind of reference back to the earlier game. Hence, the frozen wasteland of Fest in Rogue Squadron, with its legions of deadly walkers. Tow ropes at the ready…*



● *So that you're not left nodding off during the more tedious moments of flying from place to place, the game fools around with distance and scale somewhat. It's not something you'd immediately notice, but the ships aren't actually the correct size.*



● *Apart from making the landscapes quicker to navigate, it wasn't just for cosmetic reasons that Factor 5 played around with the size of the ship models. Julian explains: "If you actually drew, say, an A-Wing to proper scale, it would look so tiny you'd be laughing at it."*

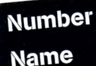


● *The complexity of the graphics and the sheer size of the levels meant that fogging was inevitable. It's a technical issue that Factor 5 fixed completely by the time Battle For Naboo arrived, though, thanks largely to its considerably longer development period.*



● *Attacking ground troops is particularly satisfying – even if they do explode when shot, as opposed to spew a great fountain of gore everywhere. Julian puts the lack of death animations down to lack of time, but we doubt LucasArts would have approved of exploding body parts.*

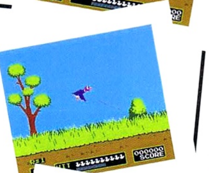
THE GENRES THAT TIME FO



Number 1843433_2332D

Name DUCK HUNT

Platform NES, Nintendo, 1985



Genre Tense combat between gunmen and small feathered animals.

Description Nintendo's first forays into the games business were with huge shooting ranges for arcades. In 1985 the clay pigeons were replaced with 'real' ducks, in this rare example of a Nintendo title that encouraged kids to fill wild animals full of lead. It was bundled with the NES Deluxe set, which included a Zapper gun and ROB the useless gaming robot.







Recent sightings The inexplicably popular PC game Deer Hunter showed what a 'next-gen' hunting sim might look like, and sold particularly well in the States. The closest things we've seen on a Nintendo machine are Shadowman and Turok 2, which both featured blastable birds.

Why it should be resurrected Millions of gamers yearned for an N64 light gun, and it'll be the same with Gamecube unless Nintendo bites the bullet and admits that shooting things is fun.

Why it should remain buried These days, Nintendo prefers its chickens invincible, Zelda-style.

Number 1323666_3453B

Name BIBLE ADVENTURES

Platform NES, Wisdom Tree, 1991

Genre Sunday School-approved alternative to decent games.

Description A deathly dull adventure from religious publisher The Wisdom Tree, part of a series that includes the delicious-sounding Bible Buffet, a Game Boy version of the King James Bible, and the epic Joshua: The Battle For Jericho. The launch of the SNES gave the coders the immense processing power needed to create the legendary Doom clone Super 3D Noah's Ark, a landmark in righteous gaming.

Recent sightings Actually, many of these games are still available. The Wisdom Tree churned out loads of them for various Nintendo machines, all without a licence – while companies such as Tengen took a kicking for making unlicensed games, seems the folk at The Wisdom Tree had someone looking out for them...

Why it should be resurrected Show the parents a pile of bloody corpses in Perfect Dark and they'll question whether little Johnny really needs 128-bit realism. Show them Bible Adventures, and that birthday Gamecube's in the bag.

Why it should remain buried The intentions may be saintly, but the games are devilishly poor.

A videogames industry without Nintendo would be like a Nintendo without Shigsy – where would the rest of the world's developers look to for inspiration?

But when Nintendo's gaming gurus aren't blowing us away with innovations, from new games genres to controller design, they're often as guilty as anyone else of plundering the past. Let's face it, nobody re-uses a good idea quite as well as Nintendo. *Mario*, *Zelda*, *Kirby* and *Metroid* might be ages old, but we'll be seeing them all again in the near future, and they'll no doubt be shipping with plenty of knowing visual, musical and gameplay references to previous incarnations.

Of course, only the very best ideas and characters get the chance to evolve in this way. There are so many old Nintendo carts that it's impossible to keep track of everything that might be worth a second outing. Some games are sadly overlooked – others, deservingly so.

So, here are a few game ideas that appeared on a Ninty machine, only to be discarded. Rough diamonds, or unpolishable turds? Let's see...

ORGOT

NMCB

Number	4636241_7894K
Name	KIRBY'S AIR RIDE
Platform	N64, Nintendo, Not released
Genre	Vanishing technical demo.
Description	Kirby's Air Ride was a regular fixture on the N64 release schedule even before the machine was launched. Nintendo allowed only brief glimpses of a bowl-like level with Kirby rolling around, and a scene that looked a bit like a snowboarding game, with Kirby racing downhill, sporting a backwards baseball cap. The title was going to be released to show nervous gamers how to use the newfangled analogue controller, but when Mario 64 accomplished all that and more in one fell swoop, Kirby was swiftly deflated.
Recent sightings	Kirby's still going strong, of course, and the forthcoming Tilt 'n' Tumble GBA-Gamecube link might prove to be the game that Air Ride was never allowed to become. More likely, Super Monkey Ball is the kind of thing Air Ride's designers were dreaming of.
Why it should be resurrected	Kirby is one of Nintendo's best characters, and his rolly-sucky-squishy powers ought to be used more often.
Why it should remain buried	There must have been a very good reason why Nintendo chose to bin this project, and in any case, we'd rather not have to see Kirby decked out in a backwards baseball cap again.





Number	2424422_13312B
Name	A BOY AND HIS BLOB
Platform	NES, Absolute, 1989

Genre Morphing Tamagotchi platform puzzler.

Description You play a boy, right, and he's got this blob. The blob appears to be just a shapeless mass of jelly, and about as handy to have around in a crisis as a block of tofu or a plastic spork. But this blob's special power is its incredible affinity for jelly beans. Feed the right colour jelly beans to the blob and it will morph into a far more useful item, such as a ladder or a bridge, enabling you to prance gaily through the game's platform levels.

Recent sightings There was a GB sequel involving Princess Blobette, but things have been very quiet on the blobular front for a good while.

Why it should be resurrected The Gamecube could make a great job of rendering a realistic blob. It could look like one of the ghosts from Luigi's Mansion rather than just something you might peel off the bottom of your shoe.

Why it should remain buried It wasn't great. Things like this are often best left in the memory banks.

Number	2864523_11432L
Name	BLAST CORPS
Platform	N64, Nintendo, 1997

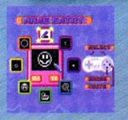
Genre Urban remodelling simulation.

Description One of Rare's best and most original games. Smash your way through a variety of city landscapes to clear a path for an oncoming nuclear missile truck. Countless vehicles to control, from bikes to sports cars to trucks to giant manga-style robots. Big, clever, undeniably brilliant.

Recent sightings Blast Corps didn't manage to inspire a sequel, but immeasurably inferior city-destroying antics could be found in the risible Rampage World Tour and its equally poor follow-up.

Why it should be resurrected This would be the perfect thing for a 128-bit machine. It was a very big game on N64, but just imagine the kind of scale they could achieve with all that extra processing power and memory. Nobody could fail to notice Blast Corps if the sequel was on Gamecube...

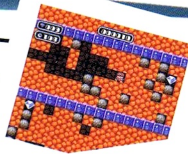
Why it should remain buried Software companies are understandably nervous about depicting the realistic destruction of large buildings in their games these days.

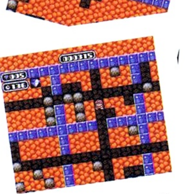


SIGN YOUR NAME

Not many games let you register your high score with anything better than three initials. Atari's obscure Quantum coin-op actually let you sign your name using a trackball, and Kirby's Dream Course allowed you to draw a little picture. Definitely an idea that should be seen more often.

Number	4645136_23721Q
Name	BOULDER DASH
Platform	NES, Data East, 1990





Genre Subterranean exploration and diamond mining.

Description A mid-'80s classic which appeared (many times) on every gaming format ever devised, most often in the form of thinly-disguised clones knocked out on £1.99 budget labels. The aim is to guide a burrowing dude called Rockford through solid earth, collecting diamonds along the way. What makes it great are the boulders that tumble down if you tunnel too close to them, either crushing Rockford or opening a new route through the mine. Clever.

Recent sightings Boulder Dash is still here, in spirit. Bomberman is perhaps the biggest title that has a Rockford feel to it, and there's a Boulder Dash-alike included as a sub-game in Mickey's Racing Adventure on GBC.

Why it should be resurrected It's fun. The best Boulder Dash games often featured a level editor so you could create impossible challenges for your mates, which was always good for a laugh.

Why it should remain buried It isn't spectacular, and would have a tough time standing out from the crowd these days.



Blast Corps: Huge stompy robot action.

Number	436366_799Q
Name	VIRTUAL REALITY
Platform	NES/VB, Mattel/Nintendo, 1985/1995





Genre Misbegotten attempts to fuse videogames with cyberpunk novels.

Description The technology began life as a practical means of manipulating objects inside nuclear reactors or in the frozen vacuum of space. So imagine the thrills to be had using the amazing Power Glove to control games via a mere wave of your hand. Shame the only game available for it was Rare's weedy Super Glove Ball. And we mustn't forget the good old Virtual Boy's migraine-inducing contribution to the world of VR. On second thoughts...

Recent sightings A company called Essential Reality is producing a next-gen glove controller, and promises a Gamecube version in the near future. Stereoscopic games consoles remain mercifully uncommon.

Why it should be resurrected It would be a shame if all those funky VR daydreams from movies such as Johnny Mnemonic and The Matrix were forever to remain in the realm of science fiction.

Why it should remain buried It gives you a headache and makes you look like a research lab specimen.



Honda have spent millions on the Asibo, which can perform astounding tasks like, er, sitting down in a chair.



FEEL THE PRESSURE

How to make a shoot-'em-up feel twice as frantic: Have the walls close in around the player. It was quite a popular concept in the 'golden arcade years', notably in Robotron-alike Tazz Mania, which forces you to finish the bad guys as fast as possible before you're squished. Cosmic Chasm used a similar idea, except the central area of each cave expanded, forcing you gradually towards the rocks.

Number	3512341_46343F
Name	CLAYFIGHTER
Platform	SNES, Interplay, 1994

Genre Hilarious claymation comedy fighting game.

Description Fed up playing fighting games that take themselves too seriously? Clayfighter's the cart you need. With such memorable characters as Bad Mr Frosty (a snowman), Icky Bod Clay (a Halloween spook) and The Blob (a blob), each constructed from clay and digitised into a SNES, it was a breath of fresh air in a Street Fighter-dominated world. Hang on, that's not right.

Recent sightings After the N64 update Clayfighter 63 1/3 received the kind of welcome normally reserved for a surreptitious fart lingering in a sweaty elevator, the series was taken into the yard and shot by its publisher, Interplay.

Why it should be resurrected Bad Mr Frosty wasn't such a terrible character (in an unfunny, American sort of way).

Why it should remain buried If we must endure comedy beat-'em-ups, we'd rather they looked like Rakuga Kids or Ranma 1/2.

Number	5457745_32433R
Name	ROB
Platform	NES, Nintendo, 1985

Genre Useless, expensive piece of plastic.

Description Your Robotic Operating Buddy – the kind of pal every youngster wanted back in the days when Metal Mickey and the Smash robots were still fresh and futuristic. ROB could pick up and stack plastic discs, following on-screen prompts in the two compatible games, Stack-Up and Gyromite. Playing either title called for mastery of the lag between pressing a button and ROB's clunky motors reacting.

Recent sightings There are all sorts of friendly robots trundling around Japan now, including the WonderBorg, which connects to Bandai's WonderSwan handheld, and Sony's brilliant AIBO. Best of all is Honda's scarily realistic Asimo. One day, machines like this will be our masters.

Why it should be resurrected Robots are cool. Imagine the look on your friends' faces when they see R2-D2 handing out the controllers for a multiplayer Wave Race tournament.

Why it should remain buried Decent robots are expensive. An AIBO will set you back about 1,500 quid, while a cutting-edge one-off like Asimo would cost millions.

PIKMIN 2

Pikmin in an all-new world – we reveal the exclusive shots! Er, possibly.



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NINTENDO 64

A - 01
Army Men Sarge's Heroes
Aidyn Chronicles
Armorines
All Star Baseball '99
Asteroids Hyper 64
All Star Baseball 2001
Aero Gauge
Army Men Sarge's Heroes 2
Automobili Lamborghini
A Bug's Life

B - 02
Banjo Kazooie
Banjo Tooie
Body Harvest
Bomberman 64
Buck Bumble
Blues Brothers 2000
Beetle Adventure Racing
Bomberman Hero
Bass Hunter 64

C - 03
Conkers Bad Fur Day
Carmaggedon
Castlevania
Command & Conquer 64
Castlevania: Leg. of Dark.
Clayfighter 64
Cruis'n the World
Chameleon Twist

D - 04
Duke Nukem 64
Donkey Kong 64
Doom 64
Diddy Kong Racing
Duke Nukem: Zero Hour
Daikatana
Duck Dodgers
Donald Duck: Quack Attack
Dr Mario 64

E - 05
Extreme G 2
Excite Bike 64
Earthworm Jim 3D
Extreme G
ECW Hardcore Revolution

F - 06
F-Zero X
FIFA 99
Fighting Force 2
Fighter's Destiny
FIFA 98
FIFA 64
F1 World Grand Prix
F1 World Grand Prix 2
Fists of Fury (Tom & Jerry)
Forsaken
F1 Pole Position

G - 07
Golden Eye
Gex 3: Deep Cover Gecko
Glover
Golden Nugget 64
Gex
Gauntlet Legends
G.A.S.P. Fighter's Nextream

H - 08
Hydro Thunder
Hybrid Heaven
Hexen
Hot Wheels Turbo Racing

I - 09
ISS 2000
International Super Soccer
Int. Track & Field 2000
ISS 98
Iggy's Reckin Balls

J - 10
Jet Force Gemini
Jeopardy
Jeremy McGrath Supercross
J-League 11 Beat 97
Jikkyou World Soccer 98

K - 11
Killer Instinct Gold
Knife Edge: Nose Gunner
Knockout Kings 2000
Kirby 64
K. Bryant in NBA Courtside
Ken Griffey Jnrs Slugfest

L - 12
Lylat Wars
Legend of Zelda
Lego Racers
Legend of Zelda: M's Mask
Lode Runner 3D

M - 13
Mission Impossible
Mario 64
Majora's Mask
Mario Karts
Mario Tennis
Mario Party 1 & 2
Michael Owen's Soccer '00
Mario Golf
Mortal Kombat 4
Mischief Makers
Mystical Ninja 2
Madden 64
Multi-Racing Championship
Mortal Kombat Trilogy
Mickey's Speedway USA
Mortal Kombat: Sub Zero

N - 14
No Mercy (WWF)
NHL 99
NBA Hangtime
Nuclear Strike 64
NBA Live 99
NBA Jam 99
Nagano Winter Olympics
NBA Live 2000
Nascar Racing 99
NFL Quarterback 98
NFL Blitz
NHL Breakaway
New Tetris

O - 15
Ocarina Of Time: Zelda
Operation Winback
Olympic Hockey (Nagano)
Ogre Battle 64
Off-Road Challenge

P - 16
Pokemon Stadium 1 & 2
Perfect Dark
Pokemon Snap
Paper Mario
Premier Manager 64
Pilot Wings
Pikachu Genki Dechu
Powerful World Soccer 3
Pro Baseball King
Pokemon Puzzle League
Penny Racers
Perfect Striker
Paper Boy

Q - 17
Quake 2 & 64
Quest 64

R - 18
Rayman 2
Resident Evil 2
Road Rash 64
Rampage Universal Tour
Ready 2 Rumble Boxing
Revolt
Rakuga Kids
Rampage World Tour
Rainbow 6
Ridge Racer 64
Roadsters
Rush 2049

S - 19
Star Wars: Rogue Squadron
Star Wars: Racer
South Park
Shadows of the Empire
Super Smash Brothers
South Park Rally
Super Mario
Star Wars: Battle for Naboo
Supercross 2000
SCARS 4
Space Station: Silicon Valley
San Francisco Rush
Star Fox/Lylat Wars
Snowboard Kids
Spiderman
Shadowman
Scooby Doo

T - 20
The World Is Not Enough
Turok 1, 2 & 3
Tony Hawk's 2
1080 Snowboarding
Turok: Rage Wars
Tonic Trouble
Trials of the Four Towers
Top Gear Rally
Toy Story 2
Tetrisphere
Tony Hawk's
Tom & Jerry: Fists of Fury
The Journeys of Hercules
Twisted Edge Snowboarding
The First Mage

V - 22
Vigilante 8 1 & 2
V-Rally 99 Edition
Virtual Pool 64
Virtual Chess 64

W - 23
WWF No Mercy
World Is Not Enough
WWF WrestleMania 2000
WCW vs NWO Revenge
Worms Armageddon
Wave Race
World Drivers Champ.
Waialae Country Club
World Cup 98
Winback: Covert Ops
WWF Attittude
WCW vs NWO World Tour
Wayne Gretzky's 3D Hockey
WWF War Zone
WCW Mayhem

X - 24
XG2
Xena Warrior Princess
X-Men Mutant Wars

Y - 25
Yoshi's Story
Yuke! Yuke! Troublemaker

Z - 26
Zelda
Zelda: Majora's Mask

GAMEBOY ADVANCE

A - 01
Advance Wars
Army Men Advance
Atlantis: The Lost Empire

B - 02
Bomberman Tourn.
Back Track
Boxing Fever

C - 03
Castlevania: C of Moon
Chu Chu Rocket
Doom Advance
Duke Nukem: Advanced

D - 04
David Becham's Soccer

E - 05
Earthworm Jim
ESPN Final Round Golf '02

F - 06
F-Zero: Maximum Velocity
Final Fight One
Fire Pro Wrestling A
F-14 Tomcat
Final Round Golf

G - 07
GT Advance Championship

H - 08
Harry Potter

I - 09
Iridion 3-D

J - 10
Jurassic Park 3

K - 11
Konami Krazy Racers
Kuru Kuru Kururin

L - 12
Lego Bionicle

M - 13
Mario Kart Super Circuit
Men In Black: The Series
Monsters Inc

N - 14
NFL Blitz 2002

P - 16
Pokemon
Pac Man Collection
Pitfall: The Mayan Adv.
Power Rangers: Time Force
Planet of the Apes

R - 18
Rayman Advance
Ready 2 Rumble Boxing 2
Rugrats: Castle Capers
Road to Wrestlemania
Rocket Power: Dream Sch.
Robot Wars: Destruction

S - 19
Super Mario Advance
Spiderman Mysterio's Men.
Street Fighter 2 Revival
Super Dodgeball Advance
Spyro the Dragon
S Palmer's Pro Boarder

T - 20
Tony Hawk's Pro Skater 2
Tetris Worlds
Tales of Tohunga

W - 23
WWF Rd to Wrestlemania
Wario Land 4

GAMEBOY COLOUR

A - 01
Alone in the Dark 4
Aliens: Thanatos Enc.
Army Men Series
Action Man
Addams Family 1 & 2
Austin Powers
A Bug's Life
Alleyway
Aladdin
Afterburst
Antz Racing
Azure Dreams

B - 02
Buffy The Vampire Slayer
Batman: Chaos in Gotham
Bob The Builder
Bugs Bunny Op Carrot P.
Burger Time in Bedrock
Blade
Buzz Lightyear
Battle Tanx
Bomberman
Bugs Bunny Crazy Castle
B Simpsons Escape Camp D
Batman Beyond
Battletoads
Burai Fighter
Blaster Master

Buster Saves The Day

C - 03
Camelot (Quest for)
Croc 2
Chicken Run
Castlevania Adventure
Crazy Castle 4
Cannon Fodder
Circle of the Moon
Casper
Conkers Pocket Tales
Carmageddon
Captain Planet
Croc

D - 04
Dragon Warrior Monsters
Donkey Kong Country
Donkey Kong Land 1, 2 & 3
Donald Duck: Quack Attack
Dragon Ball Z
Donkey Kong
Duke Nukem
Dave Mirra Freestyle BMX
Deja Vu
Disney's Atlantis
Driver

F - 06
Final Fantasy 3
F1 Race
Force 21
Final Fantasy Adv
Frogger
Final Fantasy Legend 1 & 2

G - 07
Grand Theft Auto
Game Boy Camera
Gauntlet 2
Grinch
Godzilla
Game & Watch Gallery 1-3
Gremlins 2
Golf
Gex 3 Deep Pocket Gecko

H - 08
Harvest Moon 1 & 2
Hercules
Hardcore Revolution (ECW)
Home Alone 2
Hot Wheels Stunt Track Drv
Hello Kitty's Cube Frenzy
Harry Potter

J - 10
James Bond 007
Jungle Book
Jelly Boy
Jurassic Park
J McGrath Supercross 2000
Jurassic Park 2

K - 11
Kirby's Series
Killer Instinct
Krusty's Fun House
Kingdom Crusade

L - 12
Legend of Zelda: Ages
Legend of Zelda: Seasons
Lucky Luke
Links Awakening (Zelda)
Little Nicky

M - 13
Metal Gear Solid
Mario Tennis
Mario Land 1 & 2
Mortal Kombat 2, 3 & 4
Men in Black 1 & 2
Mat Hoffman's Pro BMX
Mario Golf
Mummy Returns
Mulan
Metroid 2
Mario Bros DX
MTV Sports Ultimate BMX

N - 14
NBA Jam 99
Ninja Gaiden Shadow
Ninja Boy 1 & 2
NFL Blitz
Nascar Racers
Nintendo World Cup
Navy Blue
Nemesis
New Advs. of MK & Ashley

O - 15
Operation C
Oddworld Adventures
Obi Wan (Star Wars)
Oh Behave! (Austin Powers)
Olympic Hockey Nagano

P - 16
Pokemon Gold
Pokemon Silver
Pokemon Red
Pokemon Blue
Pokemon Green
Pokemon Yellow
Pokemon Crystal
Perfect Dark
Pokemon Pinball
Pocket Bomberman
Pokemon Trading Card
Portal Runner
Pokemon Puzzle Challenge
Power Puff Girls
Pac In Time
Popeye 2
Pocohontas
Power Rangers: Time Force
Prince of Persia
Power Rangers
Puzzlemaster
Penguin Boy
Powerpuff Girls: Battle Him
The Pagemaster
Power Modeller
Pitfall: Beyond The Jungle

R - 18
Rayman
Robot Wars: Metal Mayhem
Rugrats Series
Road Champs Stunt Biking
Rainbow Six
Roswell Conspiracies
Robin Hood
The Real Ghostbusters
R Type
Rampage 2: Universal Tour
Ready 2 Rumble Boxing
Ratz
Razor Freestyle Scooter
Rocket Power: Getting Air
Return of the Ninja

S - 19
Shrek: Fairy Tale Freakdown
Super Mario Bros DX
Super Mario Land
Simpsons Treehouse Horror
Spiderman
Spiderman 2: Sinister 6
Shadowgate
Scooby Doo: Creep Capers
Star Wars: Obi Wan's Adv.
Street Fighter: Alpha
Star Trek: Beyond Nexus
Super Mario Land 2
Sponge Bob Square Pants
Sabrina: Zapped!

T - 20
The Legend of Zelda
Tony Hawk's 1, 2 & 3
Tarzan
Tetris DX
Tomb Raider
Thunderbirds
Tetris
Track & Field
Turok Series
Tom and Jerry
Tazmanian Devil
Toy Story 2
The Mummy
Tom & Jerry Mouse Attacks
Tamagotchi
The Simpsons
The Grinch
The Addams Family 2
T J Lavin's Ultimate BMX

W - 23
Wario Land 1, 2 & 3
WWF Betrayal
WDL Thundertanks
WWF Superstars 2
WWF Wrestlemania 2000
Wario Blast
Wacky Races
WWF Attittude
Wolverine's Rage

X - 24
X Men Wolverine's Rage
X Men Mutants Wars
X Men Mutant Academy

Y - 25
Yoda Stories

Z - 26
Zelda: Oracle of Seasons
Zelda: Oracle of Ages
Zelda: Links Awakening
Zelda
Zen: Intergalactic Ninja




















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